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ABSTRACT

Reviews of 142 education software packages are contained in this guide produced by Project SEED. Following listings of software by title, grade level, and subject area, the alphabetical list of evaluations provides information in the following areas for each program: (1) title; (2) producer; (3) copyright data; (4) grade level; (5) subject area; (6) instructional mode(s); (7) topics; (8) number of master disks, backups, and manuals; (9) other documentation; (10) backup policy; (11) preview policy; (12) availability and price of a laboratory pack; (13) availability and price of a network version; (14) series price and title; (15) licensing agreements; (16) computer used for review; (17) operating system; (18) required memory; (19) hardware supported or required; (20) content; (21) strengths; (22) weaknesses; (23) uses; and (24) recommendation. Twelve subject areas are covered: business and vocational education; computer literacy and technology; foreign languages; health; keyboarding; language arts; mathematics; multiple subjects; problem solving; science; social studies; and vocational education. Several miscellaneous programs and utility/productivity tools are also listed, and a directory of 26 software producers is included. (MES)

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A Guide To Evaluated Educational Software

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Deputy Superintendent
Division of Instruction

Dr. Charlie G. Williams
State Superintendent of Education

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South Carolina Educational Television Network
Henry J. Cauthen
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SEED SOFTWARE ANNOTATIONS

This printing consists of two issues - an April, 1987 issue of 69 reviews and a September, 1987 issue with 73 reviews for a total of 142.

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October 1987

A Project of the
Southeastern Educational Improvement Laboratory
P. O. Box 12746, 200 Park, North Carolina 27709
Telephone: 919/549-8216

STATE OF SOUTH CAROLINA
DEPARTMENT OF EDUCATION
COLUMBIA 29201

Charlie G. Williams
State Superintendent of Education

Dear Colleaque,

Enclosed is the second set of software evaluations produced by Project SEED. There are a total of 142 reviews in this distribution. We hope that these software evaluations will be used by educators in your school district to assist them in their selection of software for their students.

SPECIAL NOTE TO PRINCIPALS:

Five copies are enclosed for your use and distribution to computer coordinators, media specialists, and computer lab instructors.

Project SEED is a collaborative effort coordinated by the Southeastern Educational Improvement Laboratory involving the State Departments of Education in Alabama, Florida, Georgia, Louisiana, Mississippi, North Carolina and South Carolina. Teachers in each of these states have been trained as SEED evaluators and have reviewed the software listed in this publication.

You may wish to place this distribution and future printings of reviews in a loose-leaf binder grouped by month and date of issue. The first set of 121 SEED evaluations was sent to you last October for placement in a three-ring loose-leaf binder with separations for additional distributions.

Copies of the evaluations may be made and sent to local educators for their use in software evaluation. Please inform users of these reviews that the price of the software may have changed since the printing of each distribution.

Please retain and safeguard your copy. A very limited number of copies are available by request. For further information about SEED contact this office: 734-8095

Thank you.

Sincerely,

Clyde H. Green

Clyde H. Green, Director
Office of Instructional Technology
205 Rutledge Building
Columbia, South Carolina 29202

CHG/RWR/pm

April 1987

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Software Evaluations.....listed alphabetically by title

TITLE	PRODUCER	SUBJECT
Ace Reporter	Mindplay	LA
All About You and The Weather	Grolier	SC
Alphabet Sounds	Data Command	LA
Analogies Tutorial	Hartley Courseware	LA
Beginner Reader	Intellectual Software	LA
Car Builder	Weekly Reader	SC,VE
Chemistry Lab Simulation #1	High Technology	SC
Chemistry Lab Simulations #2	High Technology	SC
Code Quest	Sunburst	PS
Comparison Kitchen	DLM	MA
Comprehension Power Level B	Milliken	LA
Computer Study Program For the SAT	Barron's Educational Series	Other
Crossword Magic	Mindscape	UP
Decimals	JMH Software	MA
Dinosaur Dig	CBS Software	SC
EduCalc	Grolier	CT,BV
Electronic Spreadsheets:An Introduction	Educational Activities	CT,BV
Enchanted Forest	Sunburst	MA
Fact Sheets	Hartley	MA
For Your Next Adventure	Sunburst	CT
Geometric Supposer:Quadrilaterals	Sunburst	MA
Geometry	JMH Software	MA
Grimble Process	Jostens Learning Systems	CT
Integers	JMH Software	MA
Kittens, Kids, and a Frog	Hartley	LA
Letter Recognition	Hartley	LA
M-ss-ng L-nks:Al Pie De La Letra/Span.	Sunburst	FL
MECC Keyboarding Master	MECC	KB,BV,CT
MECC Keyboarding Primer	MECC	KB,BV,CT
MECC Writing An Opinion Paper	MECC	LA
Magic Slate	Sunburst	LA,UP
Mastering Computer Literacy	Continental Press	CT
Mastering Mathematics:Decimals	Continental Press	MA
Mastering the ACT	CBS Software	Other
Math Concepts I and II	Hartley	MA
Medalist:Continents	Hartley	SS
Memory Match	Hartley	MT
Memory: A First Step In Problem Solving	Sunburst	MA,SC,
Metric	JMH Software	MA
Micro Messenger	K-12 MicroMedia	CT
Milliken Word Processor	Milliken	LA
Model Diet	Softsync	HS,SC
Observation and Classification	Hartley	PS,SC
Observatory	Lightspeed Software	SC
Picture Puzzles	Data Command	LA,SS
Ratios and Proportions	JMH Software	MA
Relevant Reading Through Science	Aquarius People Materials	LA
Right Turn	Sunburst	MA
Scholastic Life Science Database	Scholastic	SC

Shapes and Color Rodeo	DLM Teaching Resources	MA,LA
Smoking Decision	Sunburst	HS
Spectrum	Sunburst	MA,SC
Spelling System	Milliken	LA
Square Pairs	Scholastic	Other
Squire:The Financial Planning Simulation	Designware,	BV,HE
Stellar Astronomy	Cross Educational Software	SC
Story Maker	Scholastic	LA
Story of Miss Mouse	Grolier	LA
Subject-Verb Agreement	Microcomputer Workshop-CBS	LA
Targets	Sunburst	MA
Taxonomy Game	Intellectual Software	SC
Tobacco:To Smoke or Not To Smoke	Marshware	HS
Trap-A-Zoid	DesignWare	MA
U.S. History Database for PFS:File	Scholastic	SS
Using a Calendar	Hartley Courseware	MA,SS
Wally's Word Works	Sunburst	LA
WordSearch	Hartley Courseware	UP
World Geography Adventure Series	Intellectual Software	SS
Writing Adventure	DLM	LA

TITLE	PRODUCER	GRADE LEVEL
PRIMARY		
All About You and The Weather	Grolier	K-2
Alphabet Sounds	Data Command	K-2
Beginner Reader	Intellectual Software	2-5
Comparison Kitchen	DLM	K-1
Crossword Magic	Mindscape	3-12
Fact Sheets	Hartley	1-6
Grimble Process	Jostens Learning Systems	1-4
Kittens, Kids, and a Frog	Hartley	1-2
Letter Recognition	Hartley	K-1
Magic Slate	Sunburst	K-12,A
Math Concepts I and II	Hartley	2-6
Memory Match	Hartley	3-8
Memory: A First Step In Problem Solving	Sunburst	K-6
Observation and Classification	Hartley	K-2
Picture Puzzles	Data Command	1-6
Relevant Reading Through Science	Aquarius People Materials	K-12
Shapes and Color Rodeo	DLM Teaching Resources	K-3
Smoking Decision	Sunburst	3-6
Square Pairs	Scholastic	2-6
Story Maker	Scholastic	2-6
Story of Miss Mouse	Grolier	K-2
Targets	Sunburst	3-7
Trap-A-Zoid	DesignWare	2-8
Using a Calendar	Hartley Courseware	K-3
WordSearch	Hartley Courseware	3-12
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Analogies Tutorial	Hartley Courseware	5-8
Beginner Reader	Intellectual Software	2-5
Car Builder	Weekly Reader	6-12
Code Quest	Sunburst	4-12
Crossword Magic	Mindscape	3-12
Decimals	JMH Software	4-9
Electronic Spreadsheets:An Introduction	Educational Activities	6-12
Enchanted Forest	Sunburst	4-6
Fact Sheets	Hartley	1-6
For Your Next Adventure.	Sunburst	6-12
Geometry	JMH Software	6-9
Grimble Process	Jostens Learning Systems	1-4
Integers	JMH Software	4-10
MECC Keyboarding Master	MECC	4-12
MECC Keyboarding Primer	MECC	4-12
Magic Slate	Sunburst	K-12,A

Mastering Mathematics:Decimals	Continental Press	4-9
Math Concepts I and II	Hartley	2-6
Medalist:Continents	Hartley	4-9
Memory Match	Hartley	3-8
Memory: A First Step In Problem Solving	Sunburst	K-6
Micro Messenger	K-12 MicroMedia	4-12
Milliken Word Processor	Milliken	4-12
Picture Puzzles	Data Command	1-6
Relevant Reading Through Science	Aquarius People Materials	K-12
Right Turn	Sunburst	4-12
Scholastic Life Science Database	Scholastic	6-12
Smoking Decision	Sunburst	3-6
Spelling System	Milliken	4-8
Square Pairs	Scholastic	2-6
Story Maker	Scholastic	2-6
Targets	Sunburst	3-7
Taxonomy Game	Intellectual Software	4-8
Tobacco:To Smoke or Not To Smoke	Marshware	6-12
Trap-A-Zoid	DesignWare	2-8
Wally's Word Works	Sunburst	6-9
WordSearch	Hartley Courseware	3-12
World Geography Adventure Series	Intellectual Software	6-10
Writing Adventure	DLM	4-8

MIDDLE

Analogies Tutorial	Hartley Courseware	5-8
Car Builder	Weekly Reader	6-12
Chemistry Lab Simulation #1	High Technology	9-12
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Code Quest	Sunburst	4-12
Comprehension Power Level B	Milliken	7-12
Crossword Magic	Mindscape	3-12
Decimals	JMH Software	4-9
Dinosaur Dig	CBS Software	7-12
EduCalc	Grolier	9-12
Electronic Spreadsheets:An Introduction	Educational Activities	6-12
For Your Next Adventure	Sunburst	6-12
Geometric Supposer:Quadrilaterals	Sunburst	9-12
Geometry	JMH Software	6-9
Integers	JMH Software	4-10
MECC Keyboarding Master	MECC	4-12
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MECC Writing An Opinion Paper	MECC	7-12
Magic Slate	Sunburst	K-12,A
Mastering Computer Literacy	Continental Press	7-12
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Medalist:Continents	Hartley	4-9
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Milliken Word Processor	Milliken	4-12
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Writing Adventure	DLM	4-8

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Chemistry Lab Simulations #2	High Technology	9-12
Code Quest	Sunburst	4-12
Comprehension Power Level B	Milliken	7-12
Computer Study Program For the SAT	Barron's Educational Series	11-12
Crossword Magic	Mindscape	3-12
Dinosaur Dig	CBS Software	7-12
EduCalc	Grolier	9-12
Electronic Spreadsheets:An Introduction	Educational Activities	6-12
For Your Next Adventure	Sunburst	6-12
Geometric Supposer:Quadrilaterals	Sunburst	9-12
Integers	JMH Software	4-10
M-ss-ng L-nks:Al Pie De La Letra/Span.	Sunburst	10-12
MECC Keyboarding Master	MECC	4-12
MECC Keyboarding Primer	MECC	4-12
MECC Writing An Opinion Paper	MECC	7-12
Magic Slate	Sunburst	K-12,A
Mastering Computer Literacy	Continental Press	7-12
Mastering the ACT	CBS Software	10-12
Metric	JMH Software	7-12
Micro Messenger	K-12 MicroMedia	4-12
Milliken Word Processor	Milliken	4-12
Model Diet	Softsync	9-12
Observatory	Lightspeed Software	10-12
Relevant Reading Through Science	Aquarius People Materials	K-12
Right Turn	Sunburst	4-12
Scholastic Life Science Database	Scholastic	6-12
Spectrum	Sunburst	6-12
Squire:The Financial Planning Simulation	Designware,	10-12

Stellar Astronomy	Cross Educational Software	10-12
Tobacco:To Smoke or Not To Smoke	Marshware	6-12
U.S. History Database for PFS:File	Scholastic	7-12
WordSearch	Hartley Courseware	3-12
World Geography Adventure Series	Intellectual Software	6-10

ADULT

Magic Slate	Sunburst	K-12,A

TITLE	PRODUCER
BUSINESS AND VOCATIONAL EDUCATION	
EduCalc	Crolier
Electronic Spreadsheets:An Introduction	Educational Activities
MECC Keyboarding Master	MECC
MECC Keyboarding Primer	MECC
Squire:The Financial Planning Simulation	Designware,
COMPUTER LITERACY AND TECHNOLOGY	
EduCalc	Crolier
Electronic Spreadsheets:An Introduction	Educational Activities
For Your Next Adventure	Sunburst
Grimble Process	Jostens Learning Systems
MECC Keyboarding Master	MECC
MECC Keyboarding Primer	MECC
Mastering Computer Literacy	Continental Press
Micro Messenger	K-12 MicroMedia
FOREIGN LANGUAGES	
M-ss-ng L-nks:Al Pie De La Letra/Span.	Sunburst
HEALTH	
Model Diet	Softsync
Smoking Decision	Sunburst
Tobacco:To Smoke or Not To Smoke	Marshware
KEYBOARDING	
MECC Keyboarding Master	MECC
MECC Keyboarding Primer	MECC
LANGUAGE ARTS	
Ace Reporter	Mindplay
Alphabet Sounds	Data Command
Analogies Tutorial	Hartley Courseware
Beginner Reader	Intellectual Software
Comprehension Power Level B	Milliken
Kittens, Kids, and a Frog	Hartley
Letter Recognition	Hartley
MECC Writing An Opinion Paper	MECC
Magic Slate	Sunburst
Milliken Word Processor	Milliken
Picture Puzzles	Data Command
Relevant Reading Through Science	Aquarius People Materials
Shapes and Color Rodeo	DLM Teaching Resources
Spelling System	Milliken
Story Maker	Scholastic
Story of Miss Mouse	Crolier
Subject-Verb Agreement	Microcomputer Workshop-CBS

Wally's Word Works	Sunburst
Writing Adventure	DLM
MATHEMATICS	
Comparison Kitchen	DLM
Decimals	JMH Software
Enchanted Forest	Sunburst
Fact Sheets	Hartley
Geometric Supposer:Quadrilaterals	Sunburst
Geometry	JMH Software
Integers	JMH Software
Mastering Mathematics:Decimals	Continental Press
Math Concepts I and II	Hartley
Memory: A First Step In Problem Solving	Sunburst
Metric	JMH Software
Ratios and Proportions	JMH Software
Right Turn	Sunburst
Shapes and Color Rodeo	DLM Teaching Resources
Spectrum	Sunburst
Targets	Sunburst
Trap-A-Zoid	DesignWare
Using a Calendar	Hartley Courseware
MULTIPLE SUBJECTS	
Memory Match	Hartley
OTHER	
Computer Study Program For the SAT	Barron's Educational Series
Mastering the ACT	CBS Software
Square Pairs	Scholastic
PROBLEM SOLVING	
Code Quest	Sunburst
Observation and Classification	Hartley
SCIENCE	
All About You and The Weather	Grolier
Car Builder	Weekly Reader
Chemistry Lab Simulation #1	High Technology
Chemistry Lab Simulation #2	High Technology
Dinosaur Dig	CBS Software
Memory: A First Step in Problem Solving	Sunburst
Model Diet	Softsync
Observation and Classification	Hartley
Observatory, The	Lightspeed Software
Scholastic Life Science Database	Scholastic
Smoking Decision	Sunburst
Spectrum	Sunburst
Stellar Astronomy	Cross
Taxonomy Game	Intellectual
Tobacco:To Smoke or Not To Smoke	Marshware

SOCIAL STUDIES	
Medalist:Continents	Hartley
Picture Puzzles	Data Command
U.S. History Database for PFS:File	Scholastic
Using a Calendar	Hartley Courseware
World Geography Adventure Series	Intellectual Software
UTILITY/PRODUCTIVITY TOOL	
Crossword Magic	Mindscape
Magic Slate	Sunburst
WordSearch	Hartley Courseware
VOCATIONAL EDUCATION	
Car Builder	Weekly Reader

EXPLANATION OF SYMBOLS

SUBJECT AREA SYMBOLS

AE Art Education
BV Business/Vocational Education
CC Career Planning/Counseling
CT Computer Literacy/Technology
FL Foreign Language
GT Gifted/Talented
HE Home Economics/Living Skills
HS Health/Safety
IT Instructional Media
KB Keyboarding
LA Language Arts
LM Library/Media Skills
MA Mathematics
MU Music
PE Physical Education
PR Preschool/Early Childhood
PS Problem Solving/Logic
SC Science
SN Special Needs/Handicapped
SS Social Studies
TS Traffic Safety
UP Utility/Productivity Tools
VE Vocational Education

MODE SYMBOLS

CMI COMPUTER-MANAGED INSTRUCTION: A possible component of instructional computer software that assists in managing instruction by collecting, storing, and retrieving students' skill-mastery/progress data.

D/P DRILL and PRACTICE: Provides activities/exercises to reinforce or practice concepts and skills already taught or learned.

GA GAME: Uses a variety of game formats and elements of competition to motivate students to apply skills they have mastered to accumulate points/scores.

P/S PROBLEM SOLVING: Requires the student to analyze a situation or a problem, make a decision by applying accepted principles or rules, and continue the process in solving the problem.

SIM SIMULATION: Provides models of situations or events too complex, dangerous, expensive, or inconvenient to reproduce in the classroom. Student analyzes situation, makes decision, and is informed of the results.

TU TUTORIAL. Presents new concepts or skills by means of examples and questions, often providing tests and remediation.

SOFTWARE PRODUCERS

Please send your requests for software to the appropriate software producer.

Barron's Educational
113 Crossways Park Drive
Woodbury, NY 11791

Britannica Learning Corp.(Designware)
185 Berry Street
San Francisco, CA 94107

CBS Software
One Fawcett Place
Greenwich, CT 06836

Continental Press
520 East Bainbridge Street
Elizabethtown, PA 17022

Cross Educational Software
1802 N. Trenton Street, Box 1536
Ruston, LA 71270

DLM Teaching Resources
One DLM Park
Allen, TX 75002

Data Command
PO Box 548
Kankakee, IL 60901

Educational Activities, Inc.
1937 Grand Ave.
Baldwin, NY 11510

Grolier Electronic Publishing
95 Madison Ave.
NYC, NY 10016

Hart Inc.
8 Baird Mountain Road
Asheville, NC 28804

Hartley Courseware, Inc.
133 Bridge Street, P.O. Box 419
Dimondale, MI 48821

High Technology Software Products
8200 N. Classen, P.O. Box 60406
Oklahoma City, OK 73146

Intellectual Software
798 North Avenue
Bridgeport, CT 06606

JMH Software of Minnesota
7200 Hemlock Lane
Maple Grove, MN 55369

Jostens Learning Systems
800 E. Business Center Drive
Mt. Prospect, IL 60056

K-12 MicroMedia Publishing, Inc.
6 Arrow Road
Ramsey, NJ 07446

Lightspeed Software
2124 Kittredge Street, Suite 185
Berkley, CA 94704

MECC
3490 Lexington Ave.N
St. Paul, MN 55126-8097

Marshfilm Enterprises, Inc.
P.O. Box 8082
Shawnee Mission, KS 66208

Milliken Publishing Company
1100 Research Blvd.
St. Louis, MO 63132

Mindplay (Methods & Solutions)
82 Montvale Ave.
Stoneham, MA 02180

Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062

Scholastic Software
730 Broadway
New York, NY 10003

Softsync, Inc.
162 Madison Ave.,
New York, NY 10015

Sunburst Communications
39 Washington Ave.
Pleasantville, NY 10591

Weekly Reader Family Software
245 Long Hill Road
Middletown, CT 06457

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TITLE: Ace Reporter
PRODUCER: Mindplay COPYRIGHT: 1986
GRADE LEVEL: 4-6 SUBJECT AREA: LA
MODE: D/P,SIM,GA OTHER MODES:
TOPICS: Reading PRICE: 39.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $7.50
PREVIEW POLICY: 30-day
LAB PACK: Yes ITEMS IN LAB PACK: 6 disk minimum at $20 each
LAB PACK PRICE: $20 per diskette
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: P 80 COLUMN CARD: MOUSE: O
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: ACE REPORTER uses a motivating game format to help students identify the significant facts and the main idea of 60 brief "news" stories. Students gather information for a story by analyzing teletype messages and telephone conversations -- telephone messages are printed across the screen. Students record significant details onto the on-screen note pad by highlighting key words from the messages. Note pads already have spaces indicated for answers to a reporter's five essential questions: who, what, when, where, and how or why. When satisfied with the facts they have collected, reporters submit them to the program editor, which accepts the notes and writes a brief story or indicates which of the five questions have been incorrectly answered. Teachers or students control the length of play, difficulty levels, and story selection. An instruction booklet describes control options and gives directions for operating the program.

STRENGTHS: ACE REPORTER has an attractive screen image and motivating format to hold the interest of students as the program strengthens skills essential to good writing and competent reading. Adjustable timing and variable difficulty levels let teachers set appropriate degrees of challenge and competition.

WEAKNESSES: The program does not offer explanations or hints when it indicates that answers on the note pad are incorrect. Often times the difficulty is a point of grammar or technicality --none of which is covered or even reviewed in the program. Telephone gimmicks such as busy signals, being put on hold, or disconnected numbers may be realistic, but are a waste of time in the classroom.

USES: This program is suitable for small groups to play together or competitively and equally appropriate for individual reinforcement. Teachers would be well-advised to run through the lessons and take note of any potentially confusing responses. These trouble spots are excellent for class discussion.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety citing Project SEED as source

TITLE: All About You and The Weather
PRODUCER: Grolier COPYRIGHT: 1985
GRADE LEVEL: K-2 SUBJECT AREA: SC
MODE: D/P,P/S OTHER MODES:
TOPICS: Weather PRICE: 54.95
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: N/A
LAB PACK: Yes ITEMS IN LAB PACK: 12 double sided disks-instructor's guide
LAB PACK PRICE: 110.
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: In ALL ABOUT YOU, students can make and dress a boy, girl, mom, or dad. The name of the body parts or clothing appears on the screen, and students must move a corresponding picture to its proper position on the figure.

In THE WEATHER, students create their own weather scene by moving pictures around the screen, or they match words on the screen to weather pictures. Finally there is an opportunity for the students to pick out appropriate garments to wear for different types of weather.

This software helps to teach children the concepts, vocabulary, and motor skills needed to discover the world around them. The cursor keys or a joystick are used to make selections on options in a menu, while the return key enters that selection. A "help" feature is an available option at most any time. Younger children will need help reading the words and some instruction in the use of the keyboard. A resource guide with instructions, program descriptions, objectives, and extended activities help the teacher with the use of this program.

STRENGTHS: The directions for the program are clear and easy to follow. Extended activities are provided in the guide and serve as an added aid to the program. The program requires students to make a decision about appropriate garments to wear for different types of weather. Students can develop vocabulary and motor skills with this program. The program has good graphics, and sound is optional.

WEAKNESSES: The program does not record correct/incorrect scores. The software does not provide for a review. Teacher guidance needed for 4-and 5-year-olds.

USES: The program could be used with small groups or individually. This program is more suitable for 4-year-olds and for remediation with 5-year-olds.

RECOMMENDATION: Recommended

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P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Alphabet Sounds
PRODUCER: Data Command COPYRIGHT: 1984
GRADE LEVEL: K-2 SUBJECT AREA: LA
MODE: D/P,CAI OTHER MODES:
TOPICS: Phonics-consonants and vowels PRICE: 49.95
MASTER DISKS: 3 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Yes, $9.00 each original disk
PREVIEW POLICY: 30 day preview, requested by dealer
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 2XPrice
SERIES PRICE: 84.95 SERIES ITEMS: 2
SERIES TITLE: Alphabet Sounds-Consonants & Vowels
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: ALPHABET SOUNDS is a program designed for beginning reading activities. The program engages children in the auditory and visual discrimination of letter sounds and is a delightful readiness program in which children look at colorful computer pictures of familiar objects and indicate their ability to hear certain letter sounds in the objects' names. The teacher can select the letter or letters children work with. Each response the student makes is immediately reinforced. Right answers get a smiling face, wrong answers a polite frown, plus a look at the right answer.

STRENGTHS: It can be used as a diagnostic tool to spot sound-symbol association deficiences, in an enrichment program for average students, or as a remedial tool for slower students. The program gives immediate feedback of right answers and a progress report.

WEAKNESSES: A student will need the help of a teacher to get started with the program. There is too much text on screen, and the instructions could have been put into the documentation.

USES: It may be used by beginning readers as a supplemental activity that engages children in the auditory and visual discrimination of letter sounds. The program may be used as a readiness program for early childhood education.

RECOMMENDATION: Recommended

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Duplication permitted only in entirety citing Project SEED as source

TITLE: Analogies Tutorial
PRODUCER: Hartley Courseware COPYRIGHT: 1983
GRADE LEVEL: 5-8 SUBJECT AREA: LA
MODE: TU,CMI OTHER MODES:
TOPICS: Analogies PRICE: 49.95
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Pre & post test
BACKUP POLICY: $10. per disk
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: yes NETWORK PRICE: 149.85
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: ANALOGIES TUTORIAL assists the user in developing a systematic approach to the solution of analogies. The program provides tutorial and practice sessions in 8 different types of analogies including synonyms, antonyms, object-group, part-whole, object use, object description, cause-effect, and grammar. The two-disk package provides record keeping for up to 50 students or lessons.

STRENGTHS: This program is easy to use. It assumes that the user has no prior knowledge of analogies. Each lesson reviews the previous lesson with new material introduced in increasing levels of difficulty. A pretest and posttest are provided. Hints and additional instructions are given if the student responds incorrectly. Teachers can edit the program at anytime. The teacher's manual is helpful in suggesting appropriate strategies in using the program. Excellent record-keeping capabilities aid in diagnosing the student's problem areas.

WEAKNESSES: The effective use of graphics as a motivational device is lacking.

USES: Recommended for use by individuals or small groups of 2-3 or to instruct an entire class. It is appropriate for grades 5-8.

RECOMMENDATION: Recommended

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TITLE: Beginner Reader
PRODUCER: Intellectual Software COPYRIGHT: 1983
GRADE LEVEL: 2-5 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Rhyming words PRICE: 24.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: N/A
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4: X
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: BEGINNER READER includes three programs for beginner readers. Students choose words that don't rhyme from word sets, decide whether two words presented together rhyme, and compose a rhyming word for a word presented with only an initial letter. These three drills are designed to be used in sequence of increasing difficulty.

STRENGTHS: The program is easy to understand. Documentation is adequate, and the objectives are easy to understand. Feedback has been provided for the student. The level of instruction is appropriate for grades 1 and 2.

WEAKNESSES: Limited use for kindergarden students as prescribed in guides. Management system required for printed results. Print is not clear on the screen.

USES: Small groups could work on this program together. It could be used for enrichment.

RECOMMENDATION: Recommended

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TITLE: Car Builder
PRODUCER: Weekly Reader COPYRIGHT: 1985
GRADE LEVEL: 6-12 SUBJECT AREA: SC,VE
MODE: P/S,SIM OTHER MODES:
TOPICS: Mechanical design, aerodynamics,CAD PRICE: 39.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00
PREVIEW POLICY: 30 days with purchase order
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: $75.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: ? MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: P PRINTER: P 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: In CAR BUILDER, students use the computer to design and test automobiles. After testing, users can alter their designs to observe how mechnical and body changes affect a car's performance. The program has three main components -- mechnical design, body design, and testing. Mechnical design is divided into three sections: type of chassis and drive train; suspension and steering; and tires and brakes. The body design component is used to assemble a body to cover the mechanical system created. The testing component analyzes aerodynamic smoothness of the car in an on-screen wind tunnel where drag and coefficient are calculated, and a simulated road test checks nine aspects of handling and performance. The program is geared toward high performance cars that handle well at high speeds. A user's guide explains the overall features of the program, details all menu selections, and lists all mechanical design options.

STRENGTHS: The program is fun to use and offers students a true challenge as they try to design a defect-free, high performance vehicle. The opportunity to save to disk and print out the designs lets users compare their efforts and rely on analysis rather than guess work to solve performance problems.

WEAKNESSES: The custom modification of the program's existing body designs is slow and difficult to do precisely. The mechanical design cannot be modified, but must be completely recreated; e.g., if one wants to change the size of the engine, it is necessary to also choose tires, et al. Comments provided by the program during road testing flash across the screen too quickly for students to take notes. This is a minor problem since the road test can be rerun as often as needed.

USES: This program appeals to any student interested in automobiles and car design. This is appropriate for use with middle grades and high school students as a supplementary activity in prevocational or vocational education and science classes. The freedom to modify designs to solve problems detected in the testing segment provides students with opportunities to practice problem-solving techniques and scientific method. The program introduces concepts of using the computer as a tool in the fields of engineering and mechanical design. Individuals, small teams of students, or entire classes can participate in the design of the perfect car.

RECOMMENDATION: Recommended

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TITLE: Chemistry Lab Simulation #1
PRODUCER: High Technology COPYRIGHT: 1979
GRADE LEVEL: 9-12 SUBJECT AREA: SC
MODE: Sim OTHER MODES:
TOPICS: Titration PRICE: 100.00
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup sent to user after purchase.
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 5 copies + backup
LAB PACK PRICE: 200.00
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS: 4
SERIES TITLE: Chemistry Lab Simulations
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: CHEMISTRY LAB SIMULATION #1 provides simulations (experiments) co...ion to the introductory chemistry laboratory and demonstrates a method for determining the concentration of an unknown acid by simulating "titration". It provides Ph meter simulation for arriving at the equilibrium constant for a weak acid and demonstrates the procedure for calculating Avagadro's number. Powerful, high-resolution graphics give the user realistic control over three experiments: acid-base titration, determination of a weak acid equilibrium constant, and determination of Avagadro's number.

STRENGTHS: Simulations are interesting with excellent use of graphics. Demonstrates acid titrations without the student handling dangerous chemicals. Documentation is very good.

WEAKNESSES: A "hint" or "help" screen would be useful. Documentation should include tests and/or worksheets. Requires extensive use of the manual for program operation. Error check should provide a range rather than "too high" or "too low".

USES: Appropriate for large group demonstrations, small group, or individual discovery and review at the high school or beginning college level.

RECOMMENDATION: Recommended

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TITLE: Chemistry Lab Simulations #2
PRODUCER: High Technology *COPYRIGHT: 1979*
GRADE LEVEL: 9-12 SUBJECT AREA: SC
MODE: Sim OTHER MODES:
TOPICS: Gas laws PRICE: 100.00
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup sent to user after purchase.
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 5 copies + backup
LAB PACK PRICE: 200.00
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS: 4
SERIES TITLE: Chemistry Lab Simulations
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: P TOUCH SCREEN: OTHER:

CONTENT: CHEMISTRY LAB SIMULATION #2 makes effective use of low resolution graphics to demonstrate the gaseous environment. It attractively illustrates the ideal gas law, the kinetic molecular theory, and the principles of diffusion.

STRENGTHS: Concepts presented by simulation are interesting. Does a good job of demonstrating the areas targeted as objectives. Makes excellent use of the capabilities of the computer; text and screen displays are well done. The program is easy-to-use with good documentation; graphic presentations and reading level are appropriate.

WEAKNESSES: Reacts slowly to user input. Requires careful study of the user's manual for full understanding. Requires game paddles to manipulate temperature.

USES: Recommended for individual or small group instruction or for teacher demonstration with an entire class. May be used for reinforcement for students seeking a better understanding or clarification of concepts after initial instruction.

RECOMMENDATION: Recommended

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TITLE: Code Quest
PRODUCER: Sunburst COPYRIGHT: 1984
GRADE LEVEL: 4-12 SUBJECT AREA: PS
MODE: GA,P/S OTHER MODES:
TOPICS: Discovering patterns,sequence PRICE: 59.00
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 3
OTHER DOCUMENTATION:
BACKUP POLICY: Lifetime replacement
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: yes NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4: X
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: CODE QUEST is a teacher-created program that sharpens students' thinking skills in discrimination, classification, and rule-formation as students decode the hidden clues and form hypotheses on the identity of the mystery object. Students are given six clues encoded in a series of letters, numbers, or pictures for identifing the mystery item. A special option allows students and teachers to create their own mystery objects and clues.

STRENGTHS: With good teacher guidance, students will have a stimulating and challenging experience with this program. The program comes with excellent documentation. A teacher can create mystery items and clues. The sound can be turned off.

WEAKNESSES: The games are quite difficult, and, without teacher supervision, many students will become frustrated. Students may do too much guessing. The instructions are complex and would be difficult for a new computer teacher to follow.

USES: The program can be used with students in grades 6-12 for increasing logic and problem-solving skills.

RECOMMENDATION: Recommended

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TITLE: Comparison Kitchen
PRODUCER: DLM COPYRIGHT: 1984
GRADE LEVEL: K-1 SUBJECT AREA: MA
MODE: GA,CAI OTHER MODES:
TOPICS: Shapes,colors,less than PRICE: 29.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY:
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: N/A MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: COMPARISON KITCHEN teaches students how to compare and differentiate sizes, shapes, and colors. It strengthens visual perception and discrimination. Six activities feature music and colorful graphics.

STRENGTHS: The music, used to indicate correct responses, and the graphics are the major strengths of this program. The menu is clear and easy to use. Escape from each program is very easy. The length of the program is appropriate for this age level. The program requires active participation from students. Objectives are clearly stated in the documentation and are apppropriate for the level of instruction. In addition, suggestions are made for ways to enhance and reinforce these skills in the classroom.

WEAKNESSES: Students' scores are shown in rows of cookies. It would be better if number scores were also given.

USES: After the teacher has introduced the idea of comparing shapes, sizes and color, students can use this program to practice these concepts. The program would be challenging to preschoolers.

RECOMMENDATION: Recommended

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TITLE: Comprehension Power Level B
PRODUCER: Milliken COPYRIGHT: 1982
GRADE LEVEL: 7-12 SUBJECT AREA: LA
MODE: CMI,DP OTHER MODES:
TOPICS: Reading comprehension PRICE: 150.
MASTER DISKS: 4 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Half price if purchased with original
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 75.00
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: 1,700. SERIES ITEMS: 12
SERIES TITLE: Comprehension Power Levels A-L
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: COMPREHENSION POWER LEVEL B is a multi-level, drill-and-practice program designed to improve students' reading comprehension skills through numerous reading experiences and questions about the reading material. This level contains four disks with a total of twelve reading selections.

STRENGTHS: The software package is menu-driven with automatic start-up. The directions are simple and clear. Little teacher intervention is required. Students are able to select reading level and reading material. A reasonable amount of support material is included. A management system is also included.

WEAKNESSES: The program is slow loading. Access to and exit from various parts of the program should be easier. Inadequate number of questions included to adequately assess students' needs.

USES: This program is recommended for grades 7-12 for students who have slight weaknesses in reading. This package is appropriate for small groups or individual use.

RECOMMENDATION: Recommended

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TITLE: Computer Study Program For the SAT
PRODUCER: Barron's Educational Series COPYRIGHT: 1983
GRADE LEVEL: 11-12 SUBJECT AREA: Other
MODE: SIM,TU OTHER MODES:
TOPICS: Test preparation PRICE: 49.95
MASTER DISKS: 3 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Can be purchased for $16.00
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NO NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: X PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The COMPUTER STUDY PROGRAM FOR THE SAT is an interactive tutorial to help students prepare for taking the Scholastic Aptitude Test. It features practice drills and test-taking strategies. The package includes three diskettes, three books, and a user's manual.

STRENGTHS: The Barron's SAT is a great preparation for college entrance examinations. The verbal parts measure the extent of one's vocabulary and the ability to interpret and relate ideas. The mathematics sections measures one's ability to use and reason with numbers. The program will help the superior, the average, and the below-average student to achieve better scores. Through the Barron's SAT, students can ascertain their strengths and weaknesses in language usage and mathematics.

WEAKNESSES: Students read the questions from the book and then key in their answers on the screen. Switching from book to screen could become confusing to students.

USES: Students in grades 10, 11, and 12 can use the program to prepare for the SAT exam. Students can also use the program for reinforcement of vocabulary and math skills.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: A revised edition has all tests and drills on 6 double-sided diskettes making it easier to use now.

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TITLE: Crossword Magic
PRODUCER: Mindscape COPYRIGHT: 1985
GRADE LEVEL: 3-12 SUBJECT AREA: UP
MODE: CAI,GA,P/S OTHER MODES:
TOPICS: Crossword Puzzle Creation PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NO NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K-64K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: X OTHER COMPUTERS: AppleMac
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: R 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: O JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER: Blank disk

CONTENT: CROSSWORD MAGIC can be used by teachers or students to create puzzles using any words and any clues they want. This is done quickly and easily through the use of menus. Words are entered one at a time and placed in the puzzle on the screen. If a word does not fit, it is saved until it does. The size of the puzzle and the number of words are displayed on the left side of the screen. To enter clues for the puzzle, a single key is depressed, and the enter clue option is selected. The puzzle can be printed and reproduced for use, or the puzzle can be solved at the computer. The teacher's manual provides suggestions for classroom applications, as well as seven sample puzzles complete with clues and answers.

STRENGTHS: The program is easy to use by teachers and students. CROSSWORD MAGIC can be used at all levels and with different subject areas, and puzzles can be saved to a data disk for later use.

WEAKNESSES: Words must be entered one at a time, and one must wait for their placement in the puzzle. It would be better to enter all words at one time and have to wait only once. Printers using the program MUST have graphic capabilities.

USES: Teachers and students can use the program. CROSSWORD MAGIC can be used with all subject areas to create puzzles for testing and practicing. Puzzles can be developed for improving skills, contests, group work, and individual study.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: You'll be happy to know that with CROSSWORD MAGIC teachers can enter an entire word list at once. To do this, simply press "U" for "Unused Word List," press "T" for "Type," type your list, press ESCAPE twice and presto, a student activity sheet!

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TITLE: Decimals
PRODUCER: JMH Software COPYRIGHT: 1985
GRADE LEVEL: 4-9 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Decimals PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: backup included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 899.10 SERIES ITEMS: 18
SERIES TITLE: Pre-Algebra
LICENSING AGREEMENTS: call
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: P PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: DECIMALS is a menu-driven, drill-and-practice software package that gives students practice with the addition, subtraction, multiplication, and division of decimals, and also comparing decimals. The student may work on speed or accuracy.

STRENGTHS: This software package is easy to use and gives clear directions. Very little teacher intervention is required. On-line documentation is provided. Examples and help are given, if needed, on untimed section.

WEAKNESSES: The program does not allow for decimal placement by user within the addition and subtraction sections. No warning is given if "caps lock" key is not down.

USES: A good tool for students in grades 4-9 who need remediation or enrichment in decimal operations or comparing decimals.

RECOMMENDATION: Recommended

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Research Triangle Park, NC 27709 • (919) 549-8216

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: Dinosaur Dig
PRODUCER: CBS Software COPYRIGHT: 1984
GRADE LEVEL: 7-12 SUBJECT AREA: SC
MODE: TU,D/P,GA OTHER MODES:
TOPICS: Dinosaurs PRICE: 55.95
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $5.00 for defective disk
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: yes
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: X PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: DINOSAUR DIG contains two disks. Disk 1 is an electronic "book" with tutorial lessons on 32 dinosaurs and other reptiles, their evolution, characteristics, etc. Disk 2 has drill-and-practice type games that use facts about 32 dinosaurs and other reptiles. The user must draw on facts/concepts learned from disk 1.

STRENGTHS: It is an easy to use menu-driven program that offers help by reviewing and giving clues. It has controllable pace, easy access and exit, clear directions, and excellent graphics and sound. It requires active participation and decision making. It also provides immediate and appropriate feedback. Program is factually accurate and contains concise information.

WEAKNESSES: No major weaknesses were found. The teacher needs to review the support materials provided. The manual does not provide pronunciations for the dinosaur names. The material and its subject area are very narrow and selective.

USES: The program is recommended for science classes studying geologic history for reinforcement and enrichment or as supplemental material in grades 7-12.

RECOMMENDATION: Recommended

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TITLE: EduCalc
PRODUCER: Grolier COPYRIGHT: 1985
GRADE LEVEL: 9-12 SUBJECT AREA: CT,BV
MODE: TU,SIM OTHER MODES:
TOPICS: Spreadsheets PRICE: 64.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1T,1S
OTHER DOCUMENTATION:
BACKUP POLICY: 1 provided, free repl. 90 days,after $18
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 6 disks
LAB PACK PRICE: $125.
NETWORK VERSION: TBA NETWORK PRICE: TBA
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Available
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: Div. DOS MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: O JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: EDUCALC introduces the operation and application of electronic spreadsheets. The program contains three sections: a six-lesson tutorial, a prepared spreadsheet on which to practice calculating and modifying data, and a blank spreadsheet on which to practice calculating and modifying one's own data. A user's guide spells out each step of the practice activities. A teacher's guide lists learning outcomes, suggests lesson plans, and describes five activities appropriate for individual or group use.

STRENGTHS: The program is quite easy to use, even for teachers and students who have no previous experience with a spreadsheet. On-screen directions and menu-driven operation let users move through each step without continual recourse to the printed guide, which in itself is a simple, useful reference tool.

WEAKNESSES: The program's tutorial is minimally interactive and does not often encourage students actually to apply the information they are supposed to be learning. The application portions of the program would better serve teachers if the guide provided more concrete suggestions for creating spreadsheets designed to meld with their course content.

USES: EDUCALC specifically supports instruction in the use of spreadsheets in business and vocational education. The tutorial is a good introduction to spreadsheets in computer awareness classes. The spreadsheet itself can be used by novices in any class or activity where such a tool would simplify or enhance understanding of the topic being studied.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: An EDUCALC provides 16 pre-formatted models for students to plug-in spreadsheet information for use in different curriculum areas.

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TITLE: Electronic Spreadsheets:An Introduction
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: 6-12 SUBJECT AREA: CT,BV
MODE: TU,D/P OTHER MODES:
TOPICS: Spreadsheets PRICE: 69.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included with purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks, 1 set of documentation
LAB PACK PRICE: 3 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: X 80 COLUMN CARD: X MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The program illustrates basic concepts and applications of computerized spreadsheets. The first lesson, "Spreadsheets and Electronic Spreadsheets," explains their uses and demonstrates the advantages of an electronic spreadsheet over a pencil-and-paper spreadsheet. On the screen, explanatory text accompanies a sample monthly budget. Periodically, brief questions test the student's understanding of what has been covered. In the second lesson of this tutorial program, "Elements of an Electronic Spreadsheet," students practice entering and changing existing data. Lesson three, "Working With an Electronic Spreadsheet," permits users to design their own spreadsheets, including labels, values, and formulas, and modify information at will. Student created spreadsheets may be saved to disk. A management component lets teachers view student spreadsheets.

STRENGTHS: The program is written in simple, non-technical language. Intermittent review questions assure that users understand each step, and a "help" option is available for quick review of any points students might forget between the tutorial lessons and the practice lesson. The program contains sufficient information and flexibility to be used as a true tutorial with only minimal teacher supervision.

WEAKNESSES: Entering data and moving from cell to cell in the the blank spreadsheet provided is discouragingly slow. The operation of the spreadsheet available in Lesson Three is too slow to be used for classroom activities beyond a very simple, introductory level. Teachers who, after introducing spreadsheets, want their students to use spreadsheets in application activities will need to purchase another program for that purpose. The guide does not aid teachers by offering suggestions or examples for possible topics to use in lesson three.

USES: This introduction to spreadsheets allows individuals to move ahead or to review material covered in business and vocational education classes and in computer application courses. It is also suitable to demonstrate electronic budgeting in consumer education.

RECOMMENDATION: Recommended

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TITLE: Enchanted Forest
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 4-6 SUBJECT AREA: MA
MODE: P/S,D/P,GA OTHER MODES:
TOPICS: Negation, conjunction, disjunction PRICE: 59.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: $177.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER: Color graphics w/IBM

CONTENT: THE ENCHANTED FOREST challenges students to apply their knowledge of the logic concepts of negation, conjunction, and disjunction to sets of geometric shapes. Students journey through the enchanted forest of an evil witch. Throughout the forest are sets of objects varying in shape, size, and color. An introductory short story included in the manual reveals that the objects are actually spellbound animals. The goal of the game is to free all the animals. In order to do so, players must find the witch's castle and solve the riddle of each set of objects. The solution lies in describing the relationship of objects according to their shapes, sizes, and colors in terms of negation, conjunction, and disjunction. As students discover sets of objects, they record their observations on an on-screen checklist. Upon entering the witch's castle, students may review terms or attempt to state the relationship of objects from the recorded sets. A comprehensive teacher's guide lists objectives, suggests classroom applications and lesson plans, and includes reproducible worksheets.

STRENGTHS: The program successfully and simply demonstrates a sophisticated mathematical concept. Even without the motivating background of a fantasy game, solving the problems provides a challenging mental exercise. Ancillary worksheets assure that students will have a firm understanding of the lessons.

WEAKNESSES: When students attempt to state relationship of objects, a single mistake forces them to return to the forest and relocate sets of objects are rewrite their notes. Therefore, any solutions or notes recorded during that session are lost. Consequently, students can find themselves re-recording sets over and over again. Ultimately, as part of their understanding of how to solve problems, students will learn not to record too many sets before attempting to solve the riddles.

USES: The program introduces logic concepts to elementary mathematics students and supplements lessons in problem-solving techniques and visual discrimination. The screen images and straightforward operation make the game adaptable for use by individuals, small groups, or -- if a large monitor is available -- an entire class.

RECOMMENDATION: Recommended

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TITLE: Fact Sheets
PRODUCER: Hartley COPYRIGHT: 1982
GRADE LEVEL: 1-6 SUBJECT AREA: MA
MODE: UP OTHER MODES:
TOPICS: Addition,subtraction,multiplication PRICE: 49.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10. with backup card
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: R 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: In FACT SHEETS, a teacher can select from four categories: addition, subtraction, multiplication, and division. A specific skill can be chosen, and problems randomly generated so that each worksheet on the same skill is different. An answer sheet can also be printed. The program generates only facts, not problems. A teacher can enter two full lines at the top of each worksheet. These lines could be used for instructions to the student.

STRENGTHS: This program provides drill and practice for all four math operations. A different worksheet can be generated with each option selected.

WEAKNESSES: Upper grade students need more problems per page. Not all printers will work with this program.

USES: The program can be used to generate review worksheets for a test.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: A new version of the program works with most printers.

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TITLE: For Your Next Adventure
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 6-12 SUBJECT AREA: CT
MODE: P/S,GA OTHER MODES:
TOPICS: FOR-Next Loops PRICE: 59.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup diskette included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 59.00
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: In FOR YOUR NEXT ADVENTURE, students practice the use of FOR-NEXT loops and develop an understanding of arrays by helping a friendly robot find an unfriendly robot. With this game-format program, students move a robot by giving instructions in FOR-NEXT loops and encounter clues, objects, and tasks without which the mission cannot be completed. Once a student has started a game, it may be saved and continued later.

STRENGTHS: The program is easy to use and is presented in an interesting format. Little teacher interaction is needed due to the clear instructions. The material is presented at various levels of difficulty with varied and interesting graphics. The ability to store data and continue play later is helpful.

WEAKNESSES: The basic concepts of FOR-NEXT loops need to be introduced by the teacher prior to beginning this program. Only a few students may use this program at one time and the games tend to require a long playing time.

USES: The program can be used by an individual or for small group instruction in grades 6-12. It is appropriate for novice programmers who desire a perspective that associates FOR-NEXT loops and arrays with concrete level experience.

RECOMMENDATION: Recommended

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TITLE: Geometric Supposer:Quadrilaterals
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 9-12 SUBJECT AREA: MA
MODE: P/S OTHER MODES:
TOPICS: Geometry,Quadrilaterals PRICE: 99.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Quick Ref. Card
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: $297.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: GEOMETRIC SUPPOSER encourages students to explore and discover mathematical relationships of geometric figures. From a main menu and numberous submenus, users direct the program to construct figures and to make whatever calculations are needed. Users analyze figures or determine solutions to problems. Using the program, students become more proficient in determining what information is needed and specifying the exact steps for the computer to follow. At the same time, they experience the freedom to explore math ideas without the tedium of using a compass, ruler, and eraser. The degree of students' intellectual growth depends on the kinds of challenges posed by the teacher. The program does not produce proofs of suppositions or conjectures, but does let users collect numerous examples to demonstrate the results of their experimentation. Sunburst offers a 30-minute teacher training tape for a 30-day free loan. The teachers' manual contains more than one hundred pages of explanations, operating instructions, and suggested activities.

STRENGTHS: An unusual and thought-provoking approach to teaching a familiar subject. If properly used, it will lead to active classroom discussions--something not particularly common in math classes. Drawings are accurate and easy-to-read. Calculations and constructions are speedily completed. Sunburst gives permission for users to multiple-load the program.

WEAKNESSES: The comprehensive guide is not indexed. Instead, a card citing the pages in the manual on which a menu item is discussed is included. The card also has additional information about specific keys and options. Hence, this card properly belongs in two places: with the disk at the computer and in the guide. Help screens within the program might have alleviated this problem.

USES: In some cases, the program reinforces topics and definitions already covered in class. In other cases, teachers will encourage students to test their own hypotheses as a way to introduce certain fundamentals in geometry. Truly independent workers will implement their own activities. Other students will benefit from teacher assignments--many of which are suggested in the guide.

RECOMMENDATION: Recommended

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TITLE: Geometry
PRODUCER: JMH Software COPYRIGHT: 1985
GRADE LEVEL: 6-9 SUBJECT AREA: MA
MODE: TU,D/P OTHER MODES:
TOPICS: Introductory Geometry PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup diskette included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 899.10 SERIES ITEMS: 18
SERIES TITLE: Pre-Algebra
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS: Yes
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: GEOMETRY is a program that provides practice in the basic geometric concepts related to angles, triangles, lines, quadrilaterals, and congruent figures. The program reviews the concepts in a simple straightforward manner and then presents problems for the student to practice. Hints are given if the answer is incorrect. The objectives are clearly stated; accompanying documentation indicates correlation to 7th and 8th grade texts in prealgebra.

STRENGTHS: The material is strongly correlated to a given list of popular textbooks. The program is very easy to use; graphics are well done with all screens attractive and uncluttered. The instructions are clear and simple; help is provided upon entry of an incorrect answer. A student's score is posted on screen at all times. Good instructional design with simple, accurate presentation of all concepts. Students can control repetition and pacing.

WEAKNESSES: The program mimics a textbook's development of these concepts with a brief introduction of each concept followed by diagrams with a limited (5 to 10 problems) set of exercises. The exercises require very little higher-order thinking. Accepts unlimited incorrect answers and will not give credit for correct answer on second try. Answers must be spelled correctly, and feedback for correct answers is monotonous. Prompts reveal correct answer, but seldom explain why the answer is correct. No escape from lesson without completing the lesson or rebooting the program. No method for reporting student progress to instructor. Overemphasis on scoring for a tutorial program.

USES: This program is suitable for individuals or small groups. It may be used for additional practice after the teacher has introduced the concept, for remediation, or for self-instruction. While designed for the middle school environment, it may be used remedially by high school students.

RECOMMENDATION: Recommended with reservations

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TITLE: Grimble Process
PRODUCER: Jostens Learning Systems COPYRIGHT: 1983
GRADE LEVEL: 1-4 SUBJECT AREA: CT
MODE: P/S OTHER MODES:
TOPICS: Logical Thinking PRICE: 75.00
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10. for each diskette
PREVIEW POLICY: Yes
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 225.00 SERIES ITEMS: 3
SERIES TITLE: Developing Thinking Skills
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER: Ufonics Voice System

CONTENT: The GRIMBLE PROCESS is designed to provide students in the elementary grades with individualized instruction and practice in logical thinking. Two disks provide instruction in specific processing skills. Disk one is an instructional disk that introduces the needed concepts and provides guided practice and remedial and test sequences, while disk two contains two skill-building games. The color, graphics and sound are used to enhance the changes in the Grimbles' appearance.

STRENGTHS: Really stimulates thinking! Excellent use of graphics, color, and sound as integral part of program; excellent instructional design provides immediate verbal feedback. Speech quality is good, and the visual and audio presentation cannot get out of synchronization. The teacher's guide includes behavioral objectives, which delineate the task the student is expected to accomplish by completing a specific exercise. The manual is easy to read and follow. The program is self-pacing and provides several remedial sequences if needed, and the "H" key can be pressed at any time for help.

WEAKNESSES: Requires Ufonics voice device. Tutorial sequence may be a little too long for some young students. Arms and legs may be hard to discern for some students. Flashing graphics may be too stimulating for some users.

USES: This program can be used to reinforce processing and logical thinking skills. Good for exceptional student education in the areas of specific learning disabilities, emotionally handicapped, hearing impaired, and gifted. Stimulating for elementary students needing practice in the development of logical thinking skills.

RECOMMENDATION: Recommended

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TITLE: Integers
PRODUCER: JMH Software COPYRIGHT: 1985
GRADE LEVEL: 4-10 SUBJECT AREA: MA
MODE: D/P, P/S,TU OTHER MODES:
TOPICS: Prealgebra, integer manipulation PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1 Teacher
OTHER DOCUMENTATION: 1 Student
BACKUP POLICY: Backup diskette included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II OPERATING SYSTEM: Dos 3.3 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS: Yes
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: CRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: INTEGERS is a program which uses drill and practice to teach basic concepts in a pre-algebra program of instruction. The menu includes five choices: positive and negative integers, addition, subtraction, multiplication, and division. A color screen introduces the concepts for each of the five choices; then a black-and-white screen provides additional information. The student is then presented with ten problems that test the concepts introduced. The publisher states that this program is correlated to all the major published textbooks with listings to indicate which programs aid various pages and chapters. Text correlations are included for grades 7 and 8 for several publishers.

STRENGTHS: Instruction is combined with tutorial and timed tests, excellent graphics, feedback, and reinforcement to provide practice for individual students. The instructions for use are very clear; the student is required only to respond with entering answer choices. The graphics, range of number size, print, and number lines are all very clear; screen design is clear and uncluttered; program lengths are appropriate to students attention span. Concepts are clearly explained and content is accurate. Timed tests are excellent.

WEAKNESSES: No supplemental materials are provided. There is no record-keeping system.

USES: Recommended for classroom use for initial instruction, drill and practice, or remediation in the mathematics of integers for grades 6-9. Appropriate for supplementary instruction to the teaching of basic concepts in a prealgebra class. Because of the correlation to mathematics texts, the program can be used for individualized instruction in a learning center.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Kittens, Kids, and a Frog
PRODUCER: Hartley COPYRIGHT: 1985
GRADE LEVEL: 1-2 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Comprehesion skills PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 backup per disk $12.00 after purchase
PREVIEW POLICY: 30 days on approval
LAB PACK: Yes ITEMS IN LAB PACK: 6 disks
LAB PACK PRICE: $79.95
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: 119.85 SERIES ITEMS: 3
SERIES TITLE: Building Comprehension
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II famliy OPERATING SYSTEM: DIV. DOS MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: KITTENS, KIDS, and a FROG provides beginning readers with practice in reading comprehension skills: identifying the main idea, locating details, specifying antecedents for pronouns, recognizing sequence, relating cause to effect, expanding vocabulary, making inferences or judgments, and predicting outcomes. The program includes 22 stories of increasing complexity and length. Each story, introduced by a full-screen colorful illustration, is characterized by large-print, short sentences and uncluttered screens. After reading the story on the screen, students answer a series of multiple-choice questions for each lesson. Though the illustrations cannot be altered, teachers may change instructions, story, or questions and answers for each lesson. Teachers may print out entire lessons frame-by-frame. The recordkeeping component holds scores for 50 individual records--each lesson a student does constitutes a record. Teachers may retrieve on-screen or print a summary of a group's progress and an analysis of each student's work.

STRENGTHS: Oversized letters are especially helpful for young students. Teachers can adjust the content and mechanics of the lessons to suit individual needs. Printouts of the original lessons and photocopies of the stories help teachers predetermine what changes to make.

WEAKNESSES: Teachers cannot make temporary adjustments to lessons; once something is changed the original is permanently erased. If students answer with an inappropriate key, the computer always instructs them to "use a,b,c, or d" even though a question may have fewer than four possible answers. As in other Hartley progams, teachers must use the caret sign rather than a straight shift to create capital letters. These are minor irritants in an othewise easy-to-use program.

USES: Teachers can assign activities to follow classroom instruction at corresponding difficulty levels or as remedial work for older elementary school readers. Students benefit from creating their own stories and questions to accompany the illustrations.

RECOMMENDATION: Recommended

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TITLE: Letter Recognition
PRODUCER: Hartley COPYRIGHT: 1984
GRADE LEVEL: K-1 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Letters,numbers PRICE: 29.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: yes
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: LETTER RECOGNITION is designed to help students locate letters on the keyboard. Students match upper/lower-case letters on screen with capital letters on the keyboard. A single upper-case letter is presented on the screen. The student must find the right letter. A keyboard is shown on the screen as a prompt, and the letter blinks until the student presses the correct key. More difficult lessons require matching digits and matching simple number words to digits.

STRENGTHS: The program uses large, easy-to-read letters on an uncluttered screen. Some modification of the program is available. The directions are easy to follow. This is a very good program for new computer education labs in elementary schools.

WEAKNESSES: There are no directions on the screen. There is limited feedback to the student, and the format is boring.

USES: This program can be used to reinforce letter and number recognition. It could be used to teach keyboarding. It is best used with kindergarten and first grade students.

RECOMMENDATION: Recommended

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TITLE: M-ss-ng L-nks:Al Pie De La Letra/Span.
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 10-12 SUBJECT AREA: FL
MODE: D/P,GA OTHER MODES:
TOPICS: Spanish PRICE: 69.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: $177.00
NETWORK VERSION: Yes NETWORK PRICE: 1177.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: M-SS-NG L-NKS is a word game in which dashes appear for words and letters in passages of text. Players fill in the blanks letter-by-letter until they complete the entire passage. All on-screen directions for students are in Spanish. The nine formats in which passages may be viewed are: consonants only, vowels only, every other letter, first letter of each word, last letter of each word, every other word, first word of each sentence, blanks grouped as the words they represent accompanied by punctutation marks, or a blank screen showing only the passage's title and author. The program comes with sixteen prewritten passages, and teachers may add sixty-three more. Special commands permit users to generate accents and diacritical marks during a game and when new material is being entered. The guide includes: directions for playing the game and for creating new passages, practical teaching suggestions, and the text of the prewritten passages.

STRENGTHS: A single entry of new text is all that is required to be able to access it in any of the nine formats. Students can enter responses in any order and are free to move around within the text if a particular word or phrase is troublesome. The guide, notably complete and well organized, includes authors and titles for the passages used in the program.

WEAKNESSES: The cursor appears to be too large when it is used to mark the spot for the next letter choice. It blends with parts of adjacent letters, sometimes confusing their identity with another letter. When a student enters an incorrect letter, it is displayed along the bottom of the screen--a useful clue except that the "tails" are cut off of the lower case letters making "g" indistinguishable from "q" and "u" indistinguishable from "y."

USES: This Spanish version of M-SS-NG L-NKS is particularly useful for upper level students working independently. Completing these games helps players refine Spanish reading, writing, and spelling skills. The program also provides an opportunity for teachers to train students to recognize an author's literary style. New passages can be chosen from significant material to spark students' interest in reading the entire book.

RECOMMENDATION: Recommended

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TITLE: MECC Keyboarding Master
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: KB,BV,CT
MODE: D/P,GA OTHER MODES:
TOPICS: Keyboarding PRICE: 59.00
MASTER DISKS: 3 BACKUPS: 3 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with package purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 sets of disks, 1 documentation
LAB PACK PRICE: $89.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: MECC Computing & Information Collection
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple IIe or IIc OPERATING SYSTEM: N/A MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: KEYBOARDING MASTER exercises challenge students to increase their keyboarding speed by entering sentences and paragraphs or by playing games. The "Games and Drills" disk allows students to choose either unadorned drill-and-practice lessons or games. Drills begin with a one-line speed check to determine the student's gross words-per-minute. The program adds one word-per-minute to that score to establish a goal for the lesson. When the student reaches the goal four times, the program moves to an accuracy drill and lowers the allowable number of errors at the same rate of speed. After four successful attempts at this level, students move on to more difficult speed drill. Using a simple word processing program on the "Utilities" disk and then loading the files onto the student "Paragraph Practice" disk, teachers can enter up to 18 of their own lessons. These are scored for accuracy as well as speed. An optional management system provides recordkeeping for a maximum of 3 classes with 48 students per class. Teachers use the "Utilities" disk to combine data from individual student disks and to create class rosters, class progress reports, and individual student reports.

STRENGTHS: THE MECC KEYBOARDING MASTER is thorough, easy-to-use, flexible, and considerably more sophisticated in its operations than is immediately apparent. Students are matched only against themselves, yet are positively encouraged to increase their skills. Although the program may be used seperately, it is the second volume in the MECC KEYBOARDING SERIES and follows the MECC KEYBOARDING PRIMER.

WEAKNESSES: The text image is poor on a color monitor, but perfectly clear on a monochrome monitor. Considering the purpose of the program and the insignificance of color as it is used here, the problem is irrelevant.

USES: These exercises in "keying" sentences and paragraphs are suitable for prevocational, vocational education, word processing, and computer literacy classes. Lessons are appropriate for independent use by adults as well as youngsters or for full classes.

RECOMMENDATION: Recommended

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TITLE: MECC Keyboarding Primer
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: KB,BV,CT
MODE: TU,D/P,GA OTHER MODES:
TOPICS: Keyboarding PRICE: 59.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 sets of disks, 1 documentation
LAB PACK PRICE: $89.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: MECC Computing & Information Collection
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple IIe or IIc OPERATING SYSTEM: N/A MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MECC KEYBOARDING PRIMER introduces students to touch typing on the Apple IIe/c microcomputer keyboard. Lessons consist of a series of short keyboarding tutorials and practice exercises beginning with finger placement and posture,and home row keys, progressing through difficult key combinations and numbers, and concluding with punctuation marks and symbols. Following each tutorial, students practice keying characters, nonsense words, and real words. A speed check following the practice exercises tests material from that and previous lessons. An optional management system provides recordkeeping for a maximum of three classes with 48 students per class. Teacher may create, within copyright and licensing restrictions, up to 48 individual student program disks. The manual lists instructional objectives, explains the operation of all aspects of the program, describes the recordkeeping system, and illustrates several screen images, including those showing proper finger positioning.

STRENGTHS: This program, and the whole KEYBOARDING SERIES, is thorough, easy-to-use, flexible, and considerably more sophisticated in its operations than is immediately apparent. Students are matched only against themselves, yet are positively encouraged to increase their skills.

WEAKNESSES: Hand placement demonstrated for striking keys on the top and bottom rows of the Apple keyboard is not consistent with traditional typing practice in that students are instructed to reposition their hands rather than just move their fingers. The text image is poor on a color monitor, but perfectly clear on a monochrome monitor. Considering the purpose of the program and insigificance of color as it is used here, the problem is irrelevant.

USES: An excellent introduction to touch keyboarding on designated computers is equally suitable for prevocational, vocational education, word processing, and computer literacy classes. Because minimal teacher supervison is needed, the lessons are appropriate for independent use or for full classes.

RECOMMENDATION: Recommended

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: MECC Writing An Opinion Paper
PRODUCER: MECC COPYRIGHT: 1985
GRADE LEVEL: 7-12 SUBJECT AREA: LA
MODE: TU OTHER MODES:
TOPICS: Writing PRICE: 49.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 set of disks, 1 documentation
LAB PACK PRICE: $89.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: MECC Writing Collection
LICENSING AGREEMENTS: MECC membership
COMPUTER USED FOR REVIEW: Apple IIe or IIc OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: R 80 COLUMN CARD: R MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The MECC WRITING AN OPINION PAPER guides students through the process of developing a paper to support an opinion about a specific question. Students can choose to review the essential characteristics of an opinion paper or to work on their own papers using the built-in word processor, MECC WRITER. Submenus let writers approach these two tracks separately or use the program's content as a reference tool while writing their papers. The program's content focuses on the distinction between fact and opinion. In one scenario, a young person extols the virtures of a newly acquired motorcycle. Students analyze each of the owner's statements to identify which are supported by factual evidence and which are subjective opinion. Frequent feedback and self-tests apprise students of their own abilities to distinguish between fact and opinion. Categories of supporting evidence examined are: looking at personal anecdotes; statistics; quotations from an authority; and evasive or nonconclusive arguments, such as repetition without added fact, circular arguments, and shifting the burden of proof. Students can easily shift to the word processor throughout the lessons to make notes and to draft, revise, edit, and print their own opinion papers. The guide contains concrete teaching suggestions.

STRENGTHS: The content of the examples and amusing graphics are well suited to the target audience. Printed copies of their working notes help students organize and write their papers. The easy transfer between lessons and word processor assures that students can immediately apply what they are learning.

WEAKNESSES: Lessons and menus are presented in 40-column format which is easily read on a color monitor. However, the word processor shifts to an 80-column display which is very difficult to read on an older color monitor.

USES: WRITING AN OPINION PAPER supplements classroom instruction in the writing process as it calls on students to select a topic, outline their ideas, collect supporting evidence, and express their thoughts in an organized manner. Students who complete the lessons improve their skill at presenting their opinion orally or in written form.

RECOMMENDATION: Recommended

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TITLE: Magic Slate
PRODUCER: Sunburst COPYRIGHT: 1984
GRADE LEVEL: K-12,A SUBJECT AREA: LA,UP
MODE: Application, Utility OTHER MODES:
TOPICS: Writing, composition, word processing PRICE: 89.95
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 1
BACKUP POLICY: Backup diskettes provided.
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: no
COMPUTER USED FOR REVIEW: Apple II OPERATING SYSTEM: Dos 3.3 MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: O MOUSE:
2ND DISK DRIVE: O JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MAGIC SLATE is a word processor with an extensive array of features. One disk contains both a 20-column and a 40-column version of Magic Slate. A second disk contains the 80-column version. Text may be printed in graphics format, providing an attractive font, and using the 20-column format, providing large easily read text. It has many special features such as user-definable functions to reduce keystrokes for frequently used options. Also, with 128 of memory, 2 files may be in RAM at once and may be displayed on the monitor simultaneously; the user may easily choose either as the active file.

STRENGTHS: The availability of 20-, 40-, and 80-column formats is a major strength. The support materials are very good, including an excellent reference manual, reproducible student handbook and preplanned classroom activities. Icons are used in the 20- and 40-column versions, making those versions easy for use by younger students. Commands used in 20-column version are also included and used in the 40- and 80-column versions. The large size print displayed on the monitor in the 20-column mode is very good for primary grades and visually impaired students. There are a variety of typefaces available in each mode, including underline in the 20-column mode. The differentiated cursors for typeover and insert functions are of major benefit to the user. MAGIC SLATE is sophisticated but easy to use in the 80-column format and provides features found only in higher priced word processing packages.

kWEAKNESSES: Icons are not available in the 80-column mode. Not all printers and/or interface cards will print the enlarged typeface used in the 20-column mode or the special typefaces of the 40- and 80-column modes. With only one disk drive available, many disk swaps are necessary to format a data disk.

USES: Appropriate for use in grades K-12 to teach writing and text editing. May be used in the 20 column format by visually impaired students.

RECOMMENDATION: Recommended

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TITLE: Mastering Computer Literacy
PRODUCER: Continental Press COPYRIGHT: 1986
GRADE LEVEL: 7-12 SUBJECT AREA: CT
MODE: TU OTHER MODES:
TOPICS: Computer literacy PRICE: 149.95
MASTER DISKS: 3 BACKUPS: 3 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backups included with original disks
PREVIEW POLICY: 30 day preview
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: P 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENTS: MASTERING COMPUTER LITERACY supplements computer literacy courses with hands-on activities that illustrate a wide range of computer operations and uses. Three disks each contain introductory lessons and reinforcing game-like activities. "Computer Fundamentals" looks at hardware, software, and computer processes. "Exploring Processing" uses animated demonstrations and interactive programming simulations to demonstrate how a computer processes data. "Applications" provides realistic practice on a word processor, database manager, and a spreadsheet. The manual includes excellent teaching suggestions with seventy pages of lesson plans, worksheets with answer keys, appendices for specific brands of computers, and a glossary of computer terms. Contained on the "Applications" disk is a reproducible "mini-manual" for each program.

STRENGTHS: Excellent graphics and imaginative activities hold students' attention and provide practical demonstrations of computer usage. Explanations are accurate and easy to understand. The well-planned manual provides teachers with effective support materials.

WEAKNESSES: Given the mythical, illogical nature of Processoria, one of the animated demonstration bases on a visit to a planet populated by living computers, the program's demand for logic during the tour seems somewhat capricious. Students can visit sites, shop, eat, etc., but can neither swim nor order uncooked food. The latter restriction is explained by the program's informing the user that "computers can not cook food"--a possible source of confusion to users of microprocessor controlled microwave ovens. Program execution is slow, and some sections are written in BASIC, which results in an even slower pace and creates compatability problems with MS-DOS compatible computers. During the review process, a programming error was found in two copies of the IBM version of the program. Continental Press responded promptly each time they were contacted, and the third version worked well.

USES: The program supports early instruction in computer literacy classes. Individuals or small groups of students can work through the lessons and activities, or teachers can use a large screen monitor and use the lessons for whole class demonstrations.

RECOMMENDATION: Recommended

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TITLE: Mastering Mathematics:Decimals
PRODUCER: Continental Press COPYRIGHT: 1985
GRADE LEVEL: 4-9 SUBJECT AREA: MA
MODE: TU,D/P OTHER MODES:
TOPICS: Addition, subtraction, multip., division PRICE: 175.00
MASTER DISKS: 5 BACKUPS: 5 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup supplied with original disks
PREVIEW POLICY: 30 day preview
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: Add., Sub., Mult., Div. of Decimals
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4: X
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MASTERING MATHEMATICS:DECIMALS includes both tutorials and drill-and-practice lessons in addition, subtraction, multiplication, and division of decimals. Each of the first four disks covers one basic operation, and the fifth tests all four. Lesson disks begin with an optional tutorial lesson using number lines and text to explain each step of an operation as digits and decimal places are properly aligned and problems solved. Students are then coached through problems, given hints if they make errors, and, if necessary, eventually shown exactly how to enter a correct answer. The final disk tests students on the total package, randomly generating four problems for each operation and scoring students' mastery of each operation separately. A management component permits teachers to override the program's automatic assignments and steer students to specific levels. The management system also tracks individual student progress and maintains a mastery profile of an entire class. Up to 12 classes can be managed, but the total number of students cannot exceed 100. Students and class records can be printed. A three-ring binder holds the disks and a teacher's manual that thoroughly describes the program and its operation.

STRENGTHS: The program uses clearly drawn and easily read text, graphics, number lines, and problems. Step-by-step demonstrations and required student interaction encourage students to pay close attention to the instruction. Numerous options suit the lesson to many learning situations: branching adjusts problems to the appropriate level, users can bypass tutorials if they need only drill, students can multiply with or without regrouping, they can use long or short division, teachers can use stored records for follow-up assignments, and printed reports provide permanent records.

WEAKNESSES: Four examples are not enough to provide an accurate assessment of a student's ability to consistently solve the different categories of problems found on the individual disks. More problems would give an instructor a better understanding of a student's strengths and weaknesses.

USES: This is an excellent package for individualized instruction for advanced, independent workers or for those in need of remediation. If a large monitor is available, the tutorials are good supplements to group instruction.

RECOMMENDATION: Recommended

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: Mastering the ACT
PRODUCER: CBS Software COPYRIGHT: 1985
GRADE LEVEL: 10-12 SUBJECT AREA: Other
MODE: D/P, TU OTHER MODES:
TOPICS: Test preparation PRICE: 139.95
MASTER DISKS: 6 BACKUPS: 6 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: no NETWORK PRICE: N/A
SERIES PRICE: 167.95 SERIES ITEMS: 2
SERIES TITLE: Test Preparation Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MASTERING THE ACT provides a series of simulated tests and different skill-building exercises. The purpose is to build test familiarity and to provide an analysis of performance. It is helpful for increasing confidence and developing facility with the material on test-taking day.

STRENGTHS: Each disk has a built-in management system for up to three people. Print-out option provided. The program provides a skill-building disk for tutorial help on each question. It gives a summary of questions answered right/wrong at the end of the test. The software helps students develop test-taking strategies. Instructional objectives are clearly stated before each usage test (disk) on screen as well as in documentation.

WEAKNESSES: Does not identify the questions incorrectly answered on pretest and posttest sections. Color monitor is very hard to read. Cannot stop testing for results until all questions answered.

USES: To build familiarity with the ACT test and give analysis of individual performance. To identify students' strengths and weaknesses. For anyone planning to pursue a postsecondary education.

RECOMMENDATION: Recommended

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TITLE: Math Concepts I and II
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 2-6 SUBJECT AREA: MA
MODE: D/P,TU,CMI OTHER MODES:
TOPICS: Ordering, counting, regrouping, rounding PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10. with backup card
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: yes NETWORK PRICE: 3x list
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MATH CONCEPTS I & II provides activities to reinforce different math concepts at varying levels of difficulty. The lessons are carefully sequenced with many examples and HINT frames to help students work independently. The first disk contains activities for counting by 5s, 10s, 2s, 3s, 4s; less than/greater than; ordinal numbers; tens and ones; more/less; smallest to largest; and introduction to regrouping. The second disk includes lessons on rounding, prime numbers, place value, GCF, LCM, and rounding decimals. Diagnostic tests are included on separate sheets. Record keeping and print options are available.

STRENGTHS: The program helps identify specific math weaknesses in a student and allows the teacher to assign only those lessons needed for remediation. The teacher can also make changes in the lesson. The documentation is excellent.

WEAKNESSES: If used as individual reinforcement, students (grades 3 & 4) must be good readers.

USES: This program can be used for individual and small group-reinforcement. It can also be used as a whole-class activity after a skill has been introduced or as reinforcement of difficult concepts. It would be excellent as remedial work with older students and Chapter I students.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Our reviewers think the reading level is first-second grade. We have used the program extensively with Chapter I children.

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TITLE: Medalist:Continents
PRODUCER: Hartley COPYRIGHT: 1982
GRADE LEVEL: 4-9 SUBJECT AREA: SS
MODE: GA,D/P OTHER MODES:
TOPICS: World Geography & History PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1T
OTHER DOCUMENTATION:
BACKUP POLICY: $10 for each diskette
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 199.75 SERIES ITEMS: 5
SERIES TITLE: The Medalist Series
LICENSING AGREEMENTS: Negotiable
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: THE MEDALIST:CONTINENTS provides middle school students with a game format for studying facts about world history and geography. Students try to guess the name of a continent or ocean from choosing clues that are rated according to their difficulty level. Students may compete against their own best record or the top three students' records. Scores of up to 50 students are stored for teacher use. Lists of clues, as well as student scores, may be printed. By exercising the edit options, a teacher may adapt the program to different groups or for different reading levels.

STRENGTHS: The program is flexible and easy to use. The availability of many student options and the clear format and directions allow the teacher to personalize program operation for a specific class. The clues and reading level may be changed by the teacher.

WEAKNESSES: No sound and little use of color.

USES: Appropriate for use by middle school students for enrichment and reinforcement and for sharpening their skills for review. Secondary students could use the program by changing the clues to reference world history events.

RECOMMENDATION: Recommended

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TITLE: Memory Match
PRODUCER: Hartley COPYRIGHT: 1985
GRADE LEVEL: 3-8 SUBJECT AREA: MT
MODE: D/P,GA OTHER MODES:
TOPICS: Memorization PRICE: 39.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 backup per disk $12.00 after purchase
PREVIEW POLICY: 30 days on approval
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: $79.95
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MEMORY MATCH a computerized version of the television and board game, "Concentration," gives students drill and practice in matching related pairs of terms to sharpen their memorization skills. The gameboards are composed of 20 boxes arranged in afive-by-four grid that can hold any combination of numbers and/or words. The package comes with 23 prewritten games, and there is sufficient room for 50 games. Teachers can easily adapt the contents of the gameboard to their own needs by editing or deleting lists and by adding their own. A recordkeeping componenet keeps 100 records about games played and players' scores. A guide clearly explains how to operate the program and create original material. Contents of game lists can be viewed by the teacher.

STRENGTHS: The simple editing feature in MEMORY MATCH lets teachers or students quickly develop games to meet immediate needs. Unlike some Hartley programs, this one does permit users to generate capital letters with the shift key.

WEAKNESSES: Even though this program is designed for school use, the guide does not offer teachers any techniques or strategies for helping students improve their memorization skills.

USES: This is an entertaining approach to reviewing any content area for which one can generate related pairs--with no more than ten characters per half a pair.

RECOMMENDATION: Recommended

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TITLE: Memory: A First Step In Problem Solving
PRODUCER: Sunburst COPYRIGHT: 1983
GRADE LEVEL: K-6 SUBJECT AREA: MA,SC,
MODE: P/S OTHER MODES:
TOPICS: Problem Solving PRICE: 250.00
MASTER DISKS: 10 BACKUPS: 10 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 750.00
SERIES PRICE: SERIES ITEMS: 3
SERIES TITLE: Memory Package A&B
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MEMORY: A FIRST STEP IN PROBLEM SOLVING is a program designed to improve memory skills. Each disk targets one age group and provides a variety of colorful activities to enhance learning. The program comes with 10 disks and reproducible worksheets. Information on the entire hierarchy of problem-solving skills is provided in the documentation. Subtopics are: sequence, noting number of items, regrouping, visual association, and mnemonic systems. Computer assisted activities are provided for most of these skills and strategies. There are memory games for many different maturity levels and a disk that allows students to create their own tests. The major objective of this material is that students will show statistically significant gains in: (1) problem solving abilities and (2) attitudes toward themselves as problem solvers, as measured by pre/posttesting and teacher observation.

STRENGTHS: The documentation prepares the teacher very well to teach the units. Colorful graphics and positive feedback are excellent for motivating students. The manual includes detailed lesson plans for related classroom activities. Numerous reproducible handouts are also included.

WEAKNESSES: Documentation is too long. Students may tire of some of the activities. Each grade does not have classroom activities for every strategy or skill listed on the matrix.

USES: The program could be used with students in grades 5-12. It could be used with small groups or as a whole-class activity.

RECOMMENDATION: Recommended

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TITLE: Metric
PRODUCER: JMH Software COPYRIGHT: 1986
GRADE LEVEL: 7-12 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Metric length, volume, mass, temperature PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 899.10 SERIES ITEMS: 18
SERIES TITLE: Pre-Algebra
LICENSING AGREEMENTS: call
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: P PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The program METRIC provides 7-12th grade students with drill and practice in identifying the value of metric prefixes with meters, liters, grams, and practice with the Celsius scale. Practice in the conversion from one metric unit to another is also provided.

STRENGTHS: The program automatically starts up and is menu-driven. Little, if any, teacher intervention is required. Immediate feedback is provided, and the program requires active participation of the student.

WEAKNESSES: Frequent repetition of the same question. No means for record keeping. The questions are in a multiple-choice format, allowing the students to guess the answer. Instructions are not given on how to change from one metric unit to another until the student misses a question.

USES: Recommended, with reservations, for individual student drill at making metric conversions. The user must have received direct instruction on the metric prefixes and instruction on how to convert between metric units prior to using this program.

RECOMMENDATION: Recommended with reservations

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TITLE: Micro Messenger
PRODUCER: K-12 MicroMedia COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: CT
MODE: SIM OTHER MODES:
TOPICS: Electronic bulletin board and mail PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $8.00 each disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: Three times list price
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MICRO MESSENGER simulates an electronic bulletin board and mail service. Students work directly through the subscriber disk to operate the system just as they would if they were using a true electronic service, signing onto the system with passwords and identification numbers. The bulletin board has five categories--computers, pen pals, activities, for sale, and miscellaneous. Students can read or leave messages for each other in any of the categories. The program accommodates 100 users and maintains a list of the last 32 users to sign on. A brief guide describes how the program operates and explains each menu option.

STRENGTHS: The program works realistically and eliminates the expense of telephone connections and modems. Printouts give teacers hard copy of student identification numbers and passwords. The program includes a list of 300 identification number/password pairs which teachers can assign to ensure that students do not select the same password.

WEAKNESSES: To monitor messages written between students' mailboxes, teachers must sign on using each student's identification number and password. The user receives very little help when running the program. Necessary information is in the guide, but can be easily overlooked. One significant potential problem is in the use of the ampersand. This sign indicates to the program that an end-of-file marker has been encountered and interrupts the operation of the program.

USES: MICRO MESSENGER is an obvious component for a computer literacy class giving students real-time experience using a useful means of telecommunication. Ideally, the program should be set up on a designated computer to which students have ready access. Teachers may want to assign a reliable student in each class to become thoroughly familiar with the operation of the program and serve as the system operator.

RECOMMENDATION: Recommended

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TITLE: Milliken Word Processor
PRODUCER: Milliken COPYRIGHT: 1984
GRADE LEVEL: 4-12 SUBJECT AREA: LA
MODE: CAI,WP OTHER MODES:
TOPICS: Writing Skills PRICE: 69.95
MASTER DISKS: 2 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included in package
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 75.00
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: 450.00 SERIES ITEMS: 3
SERIES TITLE: Writing Workshop
LICENSING AGREEMENTS: Site membership
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY:
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: R 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The MILLIKEN WORD PROCESSOR is a simple and easy-to-use word processor. It includes a complete word-processing program with write, edit, and print functions. Because it has fewer functions than a professional word-processing program, it is easier for children to learn. Graphics help identify the basic functions, and screen prompts are provided for each command. Students can also edit while they write.

STRENGTHS: This program is extremely easy to use. The instructions are very simple. One can learn to operate the program from the screen. Directions appear on the screen at all times, thus eliminating the need to remember long lists of commands. The manual contains many suggested activities. The "help" menu and the "help" manual are very useful. It is easy to switch from the "write" mode to the "edit" mode.

WEAKNESSES: The user must return to the main menu to make changes like block move or block delete. No underline feature. No directions given for changing files. Limited file size.

USES: MILLIKEN WORD PROCESSOR could be used in language arts or creative writing classes (for 4th grade through adult) as a tool program. The program could be used either independently or as a class activity in a writing lab. It could be used with students to write book reports or other subject reports.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: One lab pack per original at point of purchase.

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TITLE: Model Diet
PRODUCER: Softsync COPYRIGHT: 1983
GRADE LEVEL: 9-12 SUBJECT AREA: HS,SC
MODE: SIM, TU OTHER MODES:
TOPICS: Dietary requirements PRICE: 34.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Will replace for $5.00 after 90 days.
PREVIEW POLICY: None
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: Available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: MODEL DIET is a computerized nutrition and diet program that creates a user's nutritional profile, calculates daily food intake, and provides a comparison between one's actual food intake and nutritional requirements. This information may be saved and up to 100 days of records compared. Vitamin and mineral information is available on disk; additional items can be entered or lists and values modified.

STRENGTHS: Allows for individual differences in nutritional requirements and provides good suggestions about dieting and menu planning. The information provided is factually accurate and current. Provisions for adding foods to the food list are provided. The comprehensive manual and "Quick Start Summary" are easy to use and provide information about easy access to the program's capabilities. The unprotected format allows easy deletion of files.

WEAKNESSES: The program is very time-consuming and difficult to use and may require support from a resource person for printing and file manipulation. The program has no provisions for printing information about specifically suggested diets. It accepted and processed nonsensical data. Data entered incorrectly requires that all data be reentered. Food selection is limited. Directions for exiting the bar graph screen are not provided. Documentation referred to a separate diskette, when use of side 2 of diskette in use was intended. Overall instructions for using the program are not adequate for the user.

USES: The program may be used in health and nutrition classes and by adults at home.

RECOMMENDATION: Not Recommended

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TITLE: Observation and Classification
PRODUCER: Hartley COPYRIGHT: 1984
GRADE LEVEL: K-2 SUBJECT AREA: PS,SC
MODE: P/S OTHER MODES:
TOPICS: Observation, classification PRICE: $35.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: yes
PREVIEW POLICY: 30 days
LAB PACK: yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: $99.95
NETWORK VERSION: yes NETWORK PRICE: 3X list
SERIES PRICE: $215.70 SERIES ITEMS: 6
SERIES TITLE: Early Discoveries
LICENSING AGREEMENTS: none
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: OBSERVATION AND CLASSSIFICATION is an early childhood program that develops perception, discrimination, and categorization skills. Students may choose to discern differences in patterns, match shapes, or classify objects according to their properties or uses. Three levels of difficulty are offered. The package comes with one disk and a manual containing supplemental activities.

STRENGTHS: The program is easy to use and has automatic start-up. Speed and sound can be controlled, as well as the number of games to be played and the plays per game. Active participation and decision making is required of the user. Good reinforcement is provided. Graphics are colorful, and the program is easy to exit. Supplemental materials (stencils and classification cards) extend the application of skills nicely.

WEAKNESSES: No provision for review of incorrect responses is provided. No record-keeping capabilities.

USES: Appropriate as reinforcement in the development of discriminatory skills for grades K-2.

RECOMMENDATION: Recommended

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TITLE: Observatory
PRODUCER: Lightspeed Software COPYRIGHT: 1984
GRADE LEVEL: 10-12 SUBJECT AREA: SC
MODE: Sim OTHER MODES:
TOPICS: Astronomy PRICE: 49.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10. for backup diskette
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: Available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The OBSERVATORY provides a simulation of the sky from any point on earth at any moment of time for 0 to 9999 A.D. There are many options for changing the view, including: 1. magnification up to 512 times; 2. "Forced Search," which displays an object chosen no matter where it is at the chosen time; 3. incrementing the time by a chosen amount; and 4. displaying the constellations by sketching lines connecting their stars. The constellations may be explored, and various astro-calculations completed using appropriate parts of the program.

STRENGTHS: Provides complicated astro-calculations very quickly. Depicts a wide array of constellations and locations relative to the user's earth location. Presentation is technically complex, but suitable to the material covered, factually accurate, and well written. The program may be interrupted and saved for continuation at a later time.

WEAKNESSES: A satisfactory computer simulation of this depth requires a better display and a much faster performance of calculations. The usual cardboard star chart offers an easier way to learn to locate ordinary astronomical objects and to observe their paths through the sky as time changes. The commands and their keys are difficult to keep track of. There are no on-screen prompts or help screens to guide the novice. The program is slow in loading and setting up the nighttime sky. Provides no feedback to, or review of, student progress.

USES: Appropriate for demonstrations by a teacher or for independent, individual study by computer-literate high school students in an earth science/astronomy class.

RECOMMENDATION: Recommended with reservations

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: Picture Puzzles
PRODUCER: Data Command COPYRIGHT: 1984
GRADE LEVEL: 1-6 SUBJECT AREA: LA,SS
MODE: D/P,GA OTHER MODES:
TOPICS: Study skills PRICE: 69.95
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $5.00 for replacement
PREVIEW POLICY: N/A
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOSA>A MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: O JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER: Basic cartridge pcjr

CONTENT: PICTURE PUZZLES is a teaching tool that aids the teacher in designing effective and innovative lessons for students. It combines the elements of motivation and sound instruction for building skills in reading, language arts, study skills, math, and science. The computer generates a full-color picture puzzle piece-by-piece as pupils respond correctly to the learning activity authored by the teacher. Teaching activities may be created by the teacher or taken from the teaching activities section of the program's documentation.

The authoring is done by following step-by-step prompts on the computer screen. The teacher's notebook is a handy PICTURE PUZZLES accessory that not only documents the program, but also has a section, indexed by subject, containing more than 60 sets of ready- to-author teaching activities in reading, math, social studies, and science. The notebook also provides for storage of optional picture disks and "authored" program disks.

STRENGTHS: The student is able to operate the activities with ease and success. Printed documentation is available with extra help. The classroom teacher is able to create his/her own instructions for lessons, edit existing lessons, or design new ones. Program can be used with many different subject areas.

WEAKNESSES: Editing instructions should be more consistent throughout programming. Puzzle exercises are limited to fill-in-the- blank exercises. Alphabetical order should be used to expedite time in locating answers. No means for recording correct or incorrect responses. Difficult to exit from create/instruction mode.

USES: Appropriate for individual use or use with no more than two students at a time. Program could be used for extended practice or drill. For more uses of the program, see the teacher's notebook for suggestions.

RECOMMENDATION: Recommended

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TITLE: Ratios and Proportions
PRODUCER: JMH Software COPYRIGHT: 1985
GRADE LEVEL: 7-8 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Ratios and proportions PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1T, 1S
OTHER DOCUMENTATION:
BACKUP POLICY: Backup diskette included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS: 18
SERIES TITLE: Pre-Algebra
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: RATIOS AND PROPORTIONS introduces basic concepts and provides tutorial help for junior high students. A menu offers a choice of "Ratios and Proportions," "Similar Figures," "Scale Drawings," and "Special Ratios." Graphics, feedback, and reinforcement combine with instruction and tutorials to provide practice for individual students. Students use picture clues to put the correct numbers in boxes to represent ratios and proportions. A final score is given at the end.

STRENGTHS: Easy-to-use with no teacher intervention required. Program segments are compatible with student attention span. Instructions and examples are very clear. The student can leave the program when desired. If student response is incorrect, feedback is given in the form of rules, definitions, and examples. Student progress is reported at bottom of screen after each problem. Minimal typing needed. Color and graphics are used appropriately.

WEAKNESSES: No technical documentation or prerequisite skills stated. At times, screen displays appear cluttered and confusing, especially without prior instruction. No teacher record keeping. No supplementary materials are provided.

USES: Appropriate for junior high mathematics students for providing instruction and tutorial help.

RECOMMENDATION: Recommended

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TITLE: Relevant Reading Through Science
PRODUCER: Aquarius People Materials COPYRIGHT: 1985
GRADE LEVEL: K-12 SUBJECT AREA: LA
MODE: TU OTHER MODES:
TOPICS: Reading Skills PRICE: 115.
MASTER DISKS: 4 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk
PREVIEW POLICY: 30 day approval
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 115.
SERIES PRICE: 230. SERIES ITEMS: 8
SERIES TITLE: Relevant Reading Series
LICENSING AGREEMENTS: Low cost
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: RELEVANT READING THROUGH SCIENCE is a language arts program that provides practice in basic reading skills. A passage of 100-150 words is read by the student and then the student answers 10 questions relating to the passage. The first five questions test literal comprehension and the remaining five questions test passage content, main idea, conclusion, vocabulary and word attack skills. After these multiple choice questions, the student is given a maze or cloze task using key words from the passage.

STRENGTHS: Instructions are concise and clearly stated in the guide. The program is simple to operate. Program is menu-driven and has an automatic start-up feature. The pace is controlled by the student. Concise science information is used in the passages. Students are given two tries to answer a comprehension question. After the second missed attempt, the correct answer is shown along with a short explanation of why the answer is incorrect. Instant feedback is also provided for correct answers. Students can receive a hint if they are not sure of the answer. The teacher management system informs the teacher of the selections read by the student, the number of times a passage is reread and the student's score.

WEAKNESSES: Screen text is all in capitals. There is no use of sound or graphics. The program is slow in loading, returning to the menu, giving reinforcement and going to the next problem. A student cannot escape in the middle of the program. Incorrect answers cannot be corrected in the cloze and maze part of the program. The catalog can be accessed easily and the program can be listed allowing a student to tamper with the program.

USES: Not recommended for classroom use. This program does little more than what a ditto book can do.

RECOMMENDATION: Not recommended

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TITLE: Right Turn
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: MA
MODE: P/S OTHER MODES:
TOPICS: Problem solving, visual thinking PRICE: 59.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Commodore 64 OPERATING SYSTEM: MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS: TAN.1000
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The RIGHT TURN allows students to predict, experiment, and learn about mathematical concepts of rotation and transformation. Students can create a pattern and then specify the type of transformation--90- degree flip, right-diagonal flip, etc. First the computer shows what the transformation does to their pattern. Then it creates its own pattern below, and the students must specify how to flip it to achieve their original transformation. It's a challenge, and it's also fun. Students analyze a problem and predict.

STRENGTHS: The program gives students a chance to experiment with visual transformations. A good package to prepare students to take an IQ test. This program will enable students to learn visual perception. There is good documentation to prepare the teacher for the lesson. Also included in the documentation are class activities to do without the computer.

WEAKNESSES: The software does not show the movement of a turn or flip, just the result. A color graphics card is also required for the IBM version, along with color monitor.

USES: The program could be used with small groups or individually. The program can be used to prepare students with visual problems for tests. A good program for problem solving.

RECOMMENDATION: Recommended

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TITLE: Scholastic Life Science Database
PRODUCER: Scholastic COPYRIGHT: 1984
GRADE LEVEL: 6-12 SUBJECT AREA: SC
MODE: Database OTHER MODES:
TOPICS: Life science,data file management PRICE: 99.95
MASTER DISKS: 9 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: yes
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: X JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The SCHOLASTIC LIFE SCIENCE DATABASE is a series of five science activity units. Three units involve ready-made database files: 1. BIRD MIGRATION, with data on over 230 birds, their migratory status, arrival and departure dates, habitats, and major food sources; 2. ANIMALS, with data on 130 animals including their weight, blood pressure, and heart rate; and 3. ANIMAL BIOLOGICAL SYSTEMS, information about the organ systems of over 90 animals. Support materials in the manual include a quick guide summarizing important information about using the file, a minireference detailing procedures for using the PFS:File and PFS:REPORT packages, a glossary and an appendix explaining possible error messages and other trouble spots. Suggested questions for investigation and student worksheets for planning reports and print-outs are provided.

STRENGTHS: The documentation including the teacher's guide is excellent. The package provides quality examples for computer application courses and is valuable as a tutorial for teachers who wish to integrate databases into their curriculum.

WEAKNESSES: Using this package requires PFS:REPORT and PFS:FILE, which are not included. While instructions for making backup copies of the data files are given in the manual, PFS:REPORT and FILE are copy-protected. Time allotments of 35-50 minutes on the computer are necessary for most activities. The management of this program requires extensive hardware and software resources, a factor for real consideration.

USES: The program can be used in Life Science classes. It is excellent for showing relationships between an organism's characteristics and its environment. Students investigate questions more global in nature than those researched through traditional activities.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: As of September 1987 the package will include copies of PFS File/Report disks (and back-ups) at the same price.

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TITLE: Shapes and Color Rodeo
PRODUCER: DLM Teaching Resources COPYRIGHT: 1984
GRADE LEVEL: K-3 SUBJECT AREA: MA,LA
MODE: D/P,GA OTHER MODES:
TOPICS: Basic colors, geometric shapes PRICE: 29.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 2
OTHER DOCUMENTATION:
BACKUP POLICY: Order,$15.00 each
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: 1.1,2.0 MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: SHAPES AND COLOR RODEO contains six different game activities to help teach and reinforce skills in recognition of shapes and color, visual perception, and keyboarding. Eye-hand coordination, keyboarding, and color-mixing are also included in the learning activities.

STRENGTHS: The graphics are well done and add to interest and motivational level of program. Documentation includes learning activities to reinforce program concepts. The program is easy to use with young children.

WEAKNESSES: Instruction would be too difficult for grades below 2. On "Shape Roundup," there is no checking to see if identification of shape is correct.

USES: To develop visual perception skills and shape and color recognition for preschool to third grade. The program can be used for review with students in grades 2 and 3. Excellent program to be used with small groups or individuals.

RECOMMENDATION: Recommended

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TITLE: Smoking Decision
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 3-6 SUBJECT AREA: HS
MODE: TU OTHER MODES:
TOPICS: Undesirable effects of smoking tobacco PRICE: 59.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup included
PREVIEW POLICY: 30 day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: $177.00
NETWORK VERSION: Yes NETWORK PRICE: $177.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: THE SMOKING DECISION simulates a discussion session intended to tutor viewers about the undesirable effects of using tobacco. The authors believe decisions concerning personal health and safety should be made by individuals who will, with sufficient logical information on which to base their decisions, act responsibly -- in this case, choose not to smoke. A series of questions guides users through informative segments concerning the physical, mental, and social effects of smoking. Graphics trace smoke passing through the human body from the mouth, through the lungs, into the bloodstream, and finally into the brain. A "gruesome game" illustrates heart attack and lung cancer death rate statistics. After a series of questions reviewing the common excuses for smoking or not quitting, students are asked if they will smoke or will continue to smoke in the future. Practical teacher's guide explains the content, shows screens from the program, and suggests activities and discussion topics to strengthen a unit on smoking.

STRENGTHS: The program stresses responsible decision making. It ultimately encourages students not to smoke, but does not criticize those who do.

WEAKNESSES: This program is minimally interactive. Student responses have no effect on the direction of the discussion. Only rarely does one have to do more than hit "return." This certainly discourages attentive use of the program. While the information is important and review desirable, the program does not branch to take advantange of a user's previous knowledge.

USES: This is an excellent supplement to health units intended to prevent students from smoking or othewise chemically abusing their bodies. Information is presented much the same way as it would be in print format; however, the computerized presentation makes it adaptable for individual use outside the classroom.

RECOMMENDATION: Recommended

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TITLE: Spectrum
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 6-12 SUBJECT AREA: MA,SC
MODE: GA,P/S OTHER MODES:
TOPICS: Problem solving PRICE: 59.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 3
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 177.00
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: O MOUSE:
2ND DISK DRIVE: O JOYSTICK: O GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: SPECTRUM contains a game that challenges students to uncover hidden color or shape patterns hidden on the screen behind lines. There is one hidden pattern for each 20 or 40 lines. Students with color monitors discover a hidden color pattern; students with monochrome monitors try to discover a hidden shape pattern. The program will reveal as many of the colored bars as the student wants, but for each bar revealed, the student loses points. When the student has seen enough bars, he may guess the pattern by listing the colors. There are nine different levels of difficulty. Teachers and students can generate their own patterns.

STRENGTHS: This program makes excellent use of the computer's ability to generate random patterns and provides students with good understanding of what programs do. The program is very good for developing critical thinking skills. The manual is well coordinated to the program.

WEAKNESSES: The program is slow in generating patterns. Students may get impatient while waiting for the game to start. Students must be on a sixth grade reading level.

USES: SPECTRUM could be used to develop preprogramming skills. It helps develop critical thinking skills.

RECOMMENDATION: Recommended

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TITLE: Spelling System
PRODUCER: Milliken COPYRIGHT: 1983
GRADE LEVEL: 4-8 SUBJECT AREA: LA
MODE: D/P,GA,CMI OTHER MODES:
TOPICS: Spelling PRICE: 150.00
MASTER DISKS: 4 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Masters Book
BACKUP POLICY: 1/2 price if purchased with original
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 75.00
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: site membership
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The SPELLING SYSTEM is a computer-managed spelling skills development program that teaches facts, principles and patterns of spelling words through drill-and-practice, and gaming. To do so, it uses different levels. Each level contains twelve words. Each of the thirty lessons in the program has three parts: spelling facts, practice, and testing. One program on each of the four disks allows the teacher's entry of words.

STRENGTHS: It is an easy-to-use program with different practice formats and lots of remediation for each objective. Teachers can add their own wordlist to use with the program. Teachers can also prescribe activities to meet specific needs of students. The program stores student data and reports it in different formats, including lists of misspelled words for an individual student. The program requires very little teacher intervention.

WEAKNESSES: When a student fails a particular mastery list for the third time, he cannot continue until he has gained manual remediation from the teacher. The teacher cannot update a student's record at this point without reassigning the unit. Overall, the management system is difficult to use.

USES: The program is recommended with reservations for any teacher interested in teaching spelling in any subject area in grades 4-8. It can be used for enrichment or remediation, depending on the entry level of the student. It can be a good paperwork reducer.

RECOMMENDATION: Recommended with reservations

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TITLE: Square Pairs
PRODUCER: Scholastic COPYRIGHT: 1984
GRADE LEVEL: 2-6 SUBJECT AREA: Other
MODE: GA OTHER MODES:
TOPICS: Matching PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: 48K MEMORY: DOS 3.3
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS: Atari
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: SQUARE PAIRS is a series of matching games to develop memory and concentration skills. The program also allows students and teachers to create their own matching games, thus providing limitless possibilities for programming games that match numbers, words, or patterns. Students begin with the built-in games to acquire a sense of the matching process. Up to four children can play SQUARE PAIRS. There are three levels of difficulty for different age levels. The manual includes instructions and game ideas.

STRENGTHS: Teachers and students can develop their own games using math problems, spelling words, or foreign language vocabulary. This option of creating your own game adds to the program's potential interest, level, and usage.

WEAKNESSES: Students can become easily bored with the program.

USES: The program can be used in any area of study.

RECOMMENDATION: Recommended

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: Squire:The Financial Planning Simulation
PRODUCER: Designware, COPYRIGHT: 1985
GRADE LEVEL: 10-12 SUBJECT AREA: BV,HE
MODE: SIM,GA OTHER MODES:
TOPICS: Economics, financial PRICE: 49.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $12.00 if warranty card is on file
PREVIEW POLICY: Through dealers
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 99.95 (Apple), 124.95 (IBM,Mac)
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: N/A MEMORY: 64K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS: Mac
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: SQUIRE is a simulation game that tests students' financial acumen as they invest assets to accumulate a retirement fund. Students analyze on-screen information about the economy, interest rates, past performances of investments, and tax rates. The simulation progresses on a monthly basis with regular changes in investment and economic indicators. A manual explains how to use the simulation, suggests a sequence to follow in making investments, describes the different kinds of investments, and provides a glossary of financial terms.

STRENGTHS: Informative descriptions of each investment possibility, graphs of investment performance and net worth, explanations of investment practices such as selling short or margin-buying, and the opportunity to include optional major expenses or goals add spark to the game. The program takes advantage of the computer's ability to manage information and make accurate calculations, thus letting students concentrate on their investments and observe the complex interrelation of economic factors.

WEAKNESSES: A number of typographical errors appear in the on-screen news bulletins, but these errors do not affect the operation of the program. It takes a very long time to complete a cycle of SQUIRE, but the program does not allow more than one student to save a partially completed round. Unfortunately, through no fault of the program's developers, tax laws have changed significantly in regard to limited partnerships, real estate, and deferred income.

USES: The program provides a sophisticated, realistic environment for exploring the world of high finance and gives students a unique opportunity to apply economics and home economics lessons about investing and money management. Teachers should introduce financial terms and investment strategies before assigning students to the simulation. The program can be used to simulate activities of an investment club or to model the work of a financial planning consultant.

RECOMMENDATION: Recommended

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TITLE: Stellar Astronomy
PRODUCER: Cross Educational Software COPYRIGHT: 1981
GRADE LEVEL: 10-12 SUBJECT AREA: SC
MODE: TU OTHER MODES:
TOPICS: Galaxies, origins and types PRICE: 30.00
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: User may make backup copies
PREVIEW POLICY: 30 days with purchase order number
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 60.00
SERIES PRICE: 260.00 SERIES ITEMS: 12
SERIES TITLE: General Physics Series
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: Apple II series OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: R PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: STELLAR ASTRONOMY is a menu-driven, tutorial science program that addresses the origin of galaxies, elliptical galaxies, spiral and barrel galaxies, stars, the Doppler effect, and cosmology. While not stated in the documentation, reviewers indicate software as appropriate for grades 10-12, and adult. No specific objectives are stated in the documentation; software provides an introduction to the galaxies and their component parts. Students should read at tenth grade level and possess basic skills that are foundational to astronomy.

STRENGTHS: Menu driven with good content material. Can change speed of text presentation. Good tutorial as an introduction to concepts of stars and galaxies. User friendly, with excellent graphics, this software demonstrates a subject area largely neglected by software developers.

WEAKNESSES: Manual does not detail methods for using the material. Graphics not demonstrative of Apple II capabilities; graphics are slow and at times boring. Text formatting is poor; there are problems with screen displayed text, words split incorrectly, and poor spacing. The documentation is poor and provides little help to the teacher. Needs more review questions. In "Doppler effect" text speed needs more explanation. Redrawing the main sequence stars between each section is time consuming, and the sound generated as it draws is unpleasant and annoying. Font is poor.

USES: This software is recommended with reservations because of text errors and poor documentation. It can be used in high school astronomy classes for demonstration, small group instruction, and individual review.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: A new Apple version has improved font and revised documentation.

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TITLE: Story Maker
PRODUCER: Scholastic COPYRIGHT: 1985
GRADE LEVEL: 2-6 SUBJECT AREA: LA
MODE: Other OTHER MODES:
TOPICS: Creative writing PRICE: 95.00
MASTER DISKS: 4 BACKUPS: 4 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: X PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: R GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER: Mouse

CONTENT: In STORY MAKER students can use their imagination to plan and write stories and learn text editing. Students have a gallery of 180 pictures with which they can illustrate their stories. They can create scenes from fantasy or science fiction, or design their own. With eight typefaces to choose from, a gallery of pictures, and a "pen" that draws in 16 different colors, students have an infinite number of choices to challenge them as they become involved in the creative writing process. Students select activities from the STORY MAKER menu: Write a Story, Read a Story, Print a Story, or Do Disk Work.

STRENGTHS: The program is supported with clear documentation that is easy to read and follow. The flexibility of the format allows students to switch typefaces midsentence and illustrate midpage.

WEAKNESSES: One must have a joystick, mouse, or Koala Pad to use the program. The program works with an Epson printer, but it must have a Grappler.

USES: The program can be used with writing "Today's News" in lower elementary schools. It is an excellent program for teaching writing skills to special ed. students.

RECOMMENDATION: Recommended

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TITLE: Story of Miss Mouse
PRODUCER: Grolier COPYRIGHT: 1985
GRADE LEVEL: K-2 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Visual discrimination, context clues PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Stickers
BACKUP POLICY: 1 included, 90 day repl., $18 after
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 6 disks
LAB PACK PRICE: $99.
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: $179.95 SERIES ITEMS: 5
SERIES TITLE: Rhyming to Read
LICENSING AGREEMENTS: Available
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: Div.DOS MEMORY: 64K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: P PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: THE STORY OF MISS MOUSE is a drill-and-practice program providing students an opportunity to recognize rhyming words in the context of an animated story. Students read sentences and choose the rhyming word that completes the sentence, match a graphic of one of the characters acting out part of the story, or match a graphic of a character from the story to its name and rhyming word.

STRENGTHS: The program lets students apply beginning reading skills and see immediate and amusing results as the animated characters respond to their keyboard input. The Dolch vocabulary list is constantly reinforced even as the activities vary.

WEAKNESSES: Color coded keyboard stickers intended to label keys #1 and #3 as "red/yes" and "blue/no," respectively, add an unnecessary complication to the program. Beginning reading students can as easily locate "Y" for yes and "N" for no. The color coding is useless for students working with a monochromatic monitor or if the program is used on computers in different locations.

USES: The lessons support a reading curriculum just as the more traditional worksheets, activity cards, books and games. Brief, individual activities are particularly appropriate for children with short attention spans.

RECOMMENDATION: Recommended

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TITLE: Subject-Verb Agreement
PRODUCER: Microcomputer Workshop-CBS COPYRIGHT: 1984
GRADE LEVEL: 7-9 SUBJECT AREA: LA
MODE: D/P,TU OTHER MODES:
TOPICS: Grammar PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Back up included in package
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: x COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: SUBJECT-VERB AGREEMENT covers 18 agreement rules including compound subjects, indefinite pronouns, and collective nouns. The program covers the principles of subject and verb agreement. Examples are given; a game reinforces skills. The teacher can have students add names and local places to the glossary.

STRENGTHS: Incorrect answers receive explanations of why the answer is wrong. On-screen instructions are very easy to follow. The program requires the user to type in the correct answer and not merely choose from multiple-choice answers. A variety of sentences is available. The diagnostic test is very useful in finding weak areas for students having problems. A hard copy is available for student results, and a built-in authoring system allows the teacher to add names and places to the program.

WEAKNESSES: It is a lengthy process for one statement to be corrected. The rules that are displayed are difficult to read.

USES: The program would be good for remedial students. It could also be used with adult education students. It could be used for make-up work if a student had been absent from school. A good review program before basic skills test.

RECOMMENDATION: Recommended

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TITLE: Targets
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 3-7 SUBJECT AREA: MA
MODE: P/S OTHER MODES:
TOPICS: Arithmetic PRICE: 59.00
MASTER DISKS: 2 BACKUPS: 2 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup diskette included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4: X
TANDY 1000: OTHER COMPUTERS: Yes
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: In TARGETS, the user tries to combine numbers (0-9) to produce a target number. Three operational modes are provided: addition only; addition and subtraction; and addition, subtraction, multiplication, and division. In each mode, the user may select either the target number or numbers to be combined to equal the target. When a target has been reached, the user may compete in a "championship" game where his/her score is added to a record of champions from other games.

STRENGTHS: The program has a very simple mode of entry and is easy to use. All possible functions are listed at the bottom of the screen, and selection of a specific function is accomplished by using the arrow keys.

WEAKNESSES: May be too difficult for average elementary students. Minimal classroom support materials are provided; no implementation strategies suggested in the manual or program. Very little reinforcement provided to encourage the student to find the most efficient solution. The game becomes tedious quickly, and the teacher needs to provide reinforcement to maintain motivation.

USES: Suited for mathematics class or for motivated students to use for recreation at the upper elementary grade level.

RECOMMENDATION: Recommended

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TITLE: Taxonomy Game
PRODUCER: Intellectual Software COPYRIGHT: 1985
GRADE LEVEL: 4-8 SUBJECT AREA: SC
MODE: P/S,GA OTHER MODES:
TOPICS: Biological Classifications PRICE: 34.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for $10.
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: TRS-80 MODEL 4: X
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The TAXONOMY GAME is a program in which the student "teaches the computer" to differentiate among various species of living things. In response to prompts from the computer, the student provides questions the computer must ask in order to identify the particular living thing the student has in mind. The computer saves the questions and answers from one game to the next and will store files of about 60 students' names at one time.

STRENGTHS: The program is easy to use, format is consistent, and data accumulates as the user progresses through successive runs. The concept of the student teaching the computer is unusual and develops student insight for asking discriminating questions. The file management menu is effective and easy to use.

WEAKNESSES: Student does not control rate of presentation of instructions on the screen. Students can mechanically progress through the program adding nonsensical items. There are no graphics or logical checks on entries to the files. Requires significant teacher preparation and involvement to meet stated educational objectives.

USES: Most effectively used with a large group (class), but may be used by the individual. Appropriate for enrichment. Has great potential for upper elementary through secondary students as a means for refining classification skills, provided the teacher monitors the activity for student misconceptions.

RECOMMENDATION: Recommended with reservations

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TITLE: Tobacco:To Smoke or Not To Smoke
PRODUCER: Marshware COPYRIGHT: 1985
GRADE LEVEL: 6-12 SUBJECT AREA: HS
MODE: TU,SIM OTHER MODES:
TOPICS: Hazards of smoking PRICE: 49.95
MASTER DISKS: 1 BACKUPS: N/I GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 per disk backup or replacement
PREVIEW POLICY: 30 day free preview
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 99.90
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 129.75 SERIES ITEMS: 3
SERIES TITLE: Health Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: P PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: The program combines a tutorial detailing the physical and social hazards of using tobacco products with a simulated 55-year study of a group of smokers. Units in the tutorial address heart disease, respiratory disease, cancer, and other illnesses; pregnancy and smoking; fire damage; sports; why people start and stop smoking; smokeless tobacco; and nonsmokers' rights. A simulation allows up to six students or groups of students to make smoking decisions for six "friends." The simulation emphasizes that diseases and early death are more prevalent among smokers, and that social problems are common to smokers and people trying to quit smoking. A small guide summarizes the program, explains the contents of the simulations, lists units in the tutorial, and contains a reproducible form for recording data during the simulations.

STRENGTHS: The program describes an impressive variety of dangers and problems associated with the use of tobacco. The simulations realistically portray the difficulties of trying to quit smoking, including peer pressure and the physical or psychological dependence former smokers often feel. Each decision point in the simulation begins with an account of how many cigarettes the smoker has smoked and how much they cost.

WEAKNESSES: The number of topics in the tutorial are awesome, and the format is repetitious. Though some units are extremely brief, the overwhelming impression is of a large mass of information and statistics. Because of the menu arrangement, students may skip some topics or the entire unit. The four smoking options in the simulation are followed by equally limited, recurring feedback and become repetitious and discouraging. A summary of the simulation may be printed out, but will consume approximately nine pages per person (a six person printout could easily cover fifty pages).

USES: This program is a valuable reinforcement for individuals or small groups studying a unit on substance abuse and focusing on the problems of tobacco.

RECOMMENDATION: Recommended

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TITLE: Trap-A-Zoid
PRODUCER: DesignWare COPYRIGHT: 1983
GRADE LEVEL: 2-8 SUBJECT AREA: MA
MODE: D/P,P/S OTHER MODES:
TOPICS: Polygon Classification PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $12 for one diskette
PREVIEW POLICY: Through dealer
LAB PACK: N/A ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple II OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: X OTHER COMPUTERS: Atari
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: O GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: TRAP-A-ZOID is a game designed to improve students' knowledge of geometry terms and shapes. The object of the game is to draw a trap, of the desired shape, around a "zoid" before it escapes from the screen. There are five levels of difficulty; on each level, the student is presented with a gridded screen and a list of figures to form. When the "zoid" appears on the grid, the student traps it by surrounding it with a specified figure by connecting several dots on the grid. The higher the level, the faster the "zoid" moves, and the more difficult the figures are to form. From the beginning menu, the student may select the difficulty level or choose to view an action, play a game, see a demonstration, change game settings, or see the geometry terms dictionary. The student should have knowledge of shapes and how to draw them.

STRENGTHS: Good use of color, sound, and moving graphics in the game that motivates students to gain practice with the various shapes. Good on-screen directions make the game easy to play; minimal teacher time is required for successful use of this software. The student or teacher can choose level and adjust speed and other game settings, including level of difficulty. An on-screen dictionary provides for reviews of geometric terms.

WEAKNESSES: Without a joystick, the cursor is difficult to manipulate. Younger students have problems manipulating the cursor. At other times, the screen changes too quickly for slower readers.

USES: Recommended for individual follow-up after classroom instruction to provide practice in stengthening concepts for grades 2-8. Appropriate for older students needing remediation, provided the concepts have been reviewed before program use.

RECOMMENDATION: Recommended

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TITLE: U.S. History Database for PFS:File
PRODUCER: Scholastic COPYRIGHT: 1985
GRADE LEVEL: 7-12 SUBJECT AREA: SS
MODE: Database OTHER MODES:
TOPICS: History PRICE: 99.95
MASTER DISKS: 6 BACKUPS: 6 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 Days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 64K-128K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: R 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: O JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER: PSF:Report -optional

CONTENT: The U.S. HISTORY DATABASE FOR PFS:FILE package is a series of six curriculum activity units. Three of the units teach students to use the included data files, and three others teach students to build their own. Each unit helps students become more active in their study of history as they learn to develop and test their own hypotheses about trends over time and relationships among people, places, and events in United States history. The units in the Using Files are: Expanding American Frontier, Inventions and Technology, and Twentieth-Century America. The units in the Creating Files series are: American Presidents, Local History, and Fun With American History.

STRENGTHS: The manual prepares a teacher very well to use the package. The documentation includes ready-to-use lesson plans and reproducible student worksheets. A detailed scope and sequence makes the package easy to integrate into long-range lesson planning. Students can learn computer and social studies skills. The program gives students a good understanding of databases.

WEAKNESSES: The exploratory nature of this package requires close teacher monitoring, especially if used with lower-ability students. It is time consuming for teachers to copy the data files from the master disk to student disks.

USES: The program could be used in social studies with groups or individual students. It could be used with students to develop research skills or database skills.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: As of September 1987 the package will include copies of PFS File/Report disks (and back-ups) at the same price.

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TITLE: Using a Calendar
PRODUCER: Hartley Courseware COPYRIGHT: 1982
GRADE LEVEL: K-3 SUBJECT AREA: MA,SS
MODE: D/P,P/S,TU OTHER MODES:
TOPICS: calendar,days,weeks,months PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in the higher price package
PREVIEW POLICY: 30 days to preview
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: yes NETWORK PRICE: 3x list
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: NA
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: USING A CALENDAR teaches children how to read and interpret a calendar. Each lesson presents a picture of a calendar. Information and questions are presented below the picture. The student is required to make simple day/date relationships, find holidays, and use the calendar to solve simple word problems. The lessons have three levels of difficulty.

STRENGTHS: The teacher can create lessons for her students by modifying any of the existing lessons or creating totally new lessons. The create file allows a teacher to draw a calendar on the screen, highlight any date, and ask any number of questions. The computer keeps track of student errors for later review by the teacher.

WEAKNESSES: There were no major weaknesses found with the program.

USES: The program can be used with small groups of children to learn calendar skills. The program could be used as review for second and third graders.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: We think the grade level for this program was listed too low (K-3). It is too difficult for students at this level. Our new catalog recommends it for 3-5.

SOUTHEASTERN EDUCATIONAL IMPROVEMENT LABORATORY
P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

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TITLE: Wally's Word Works
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 6-9 SUBJECT AREA: LA
MODE: GA,TU OTHER MODES:
TOPICS: Parts of Speech PRICE: 69.00
MASTER DISKS: 2 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup diskettes included
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS: Atari
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: O 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: O JOYSTICK: O GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: WALLY'S WORD WORKS provides practice for students in the nine basic parts of speech. After inserting the student disk, a main menu is displayed. Nine "pockets" form two rows across the top of the screen. Directions are viewed at the bottom of the screen. Students use arrow keys to move a wallaby graphic into the "pocket" of the menu item of their choice. Choices include instructions, definitions, demonstration, practice, progress, and score. The game screens follow a display format similar to the main menu. On the top, the nine "pockets" are labeled with a part of speech. The middle of the screen contains a reading selection, and the bottom the screen displays instructions. Students move the wallaby graphic to the reading selection, "pick-up" a word, and deposit it in the correct parts of speech "pocket," while trying to evade other creatures (small graphics). Points, bonus points, and sound effects reinforce student learning.

STRENGTHS: The program is easy to use without referring to the documentation. A demonstration option is available, as well as the option of studying the definitions of the parts of speech. Teachers can enter their own reading selections and print them, using the change options menu. Students can exit to the main menu at any time. A quick reference guide and a variety of teaching suggestions and activities are provided.

WEAKNESSES: When students exit a game, they must start a new one and cannot continue the old game.

USES: Appropriate for individual instruction at the middle school level after the teacher has introduced the parts of speech.

RECOMMENDATION: Recommended

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TITLE: WordSearch
PRODUCER: Hartley Courseware COPYRIGHT: 1983
GRADE LEVEL: 3-12 SUBJECT AREA: UP
MODE: Utility OTHER MODES:
TOPICS: Puzzle Creation PRICE: 29.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package with higher price
PREVIEW POLICY: 30 Days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: yes NETWORK PRICE: 3x list
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: Dos 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: R 80 COLUMN CARD: R MOUSE:
2ND DISK DRIVE: O JOYSTICK: O GRAPHICS PAD: O
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: WORDSEARCH provides the user with a menu from which to choose to create a word search, edit, etc. The user enters the size of the puzzle (LxW) and then enters the words for the puzzle. As words are entered, the program informs the user of how much space has been used. When all words have been entered, the program pauses to create the word search. After all words have been used, the user may select to get a print-out of the puzzle and a solution to the puzzle. The puzzle may be saved on disk for future use.

STRENGTHS: The program can be used in many different subject areas and grade levels. It provides an answer key and a print-out of the key. The program is very easy to use. The teacher can control the difficulty of the puzzle by choosing different options, such as overlapping words, left to right only, top to bottom only, and words printed backwards and diagonally.

WEAKNESSES: The program does not work with a variety of printers.

USES: This would be a good program to have in a library or media center where it is accessible to all teachers. The program could be used with spelling words, building vocabulary, and other reading activities. It would also be good in ESL programs. The puzzles can be done as a group activity or as an individual project.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: A new version of the program works with most printers.

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TITLE: World Geography Adventure Series
PRODUCER: Intellectual Software COPYRIGHT: 1985
GRADE LEVEL: 6-10 SUBJECT AREA: SS
MODE: TU,D/P,GA OTHER MODES:
TOPICS: Geography PRICE: 195.00
MASTER DISKS: 7 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Can be purchased for $10.00
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X COMMODORE: IBM PC: X IBM PCjr: X TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: O PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: In WORLD GEOGRAPHY ADVENTURE SERIES, students travel to all 50 states plus Washington, D.C., Puerto Rico, Guam, and the Virgin Islands. Students learn to identify each state and each state's capital, largest cities, rivers, and other noteworthy geographical features. Points are awarded for correct responses and a running total is kept. Lengthy games or games in progress can be saved to disk. Slower students can use maps, while more advanced students can rely on memory to test skills.

STRENGTHS: Hints are available and helpful to students. The descriptions are cleverly worded and make students want to guess the locations, and the clues are usually humorous. Students can save their program to a disk if they don't have time to finish the program.

WEAKNESSES: Only one map is included in the package. Use of graphics would significantly enhance this program. The program is too simple for high school students.

USES: Students could use this program to obtain extra credit or to review for a test. The program can be used to encourage students to use an atlas and maps.

RECOMMENDATION: Recommended

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TITLE: Writing Adventure
PRODUCER: DLM COPYRIGHT: 1985
GRADE LEVEL: 4-8 SUBJECT AREA: LA
MODE: SIM,GA,P/S OTHER MODES:
TOPICS: Writing,note taking,organizing,editing PRICE: 59.95
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $15.00 per program
PREVIEW POLICY: 30 days on approval
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II family OPERATING SYSTEM: ? MEMORY: 48K
APPLE: X COMMODORE: X IBM PC: IBM PCjr: TRS-80 MODEL 4:
TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
COLOR MONITOR: PRINTER: 80 COLUMN CARD: MOUSE:
2ND DISK DRIVE: JOYSTICK: GRAPHICS PAD:
PADDLES: TOUCH SCREEN: OTHER:

CONTENT: THE WRITING ADVENTURE uses a series of colorful scenes as springboards from which students generate original adventure stories. The program sharpens students' skills in problem solving, note taking, organizing, writing a draft, revising, editing, and finally publishing their work. Users journey through cavern chambers encountering dangers, unexpected objects, and treasures. The program ends in one of three situations from which students must "write their way out." One menu option provides a series of questions to stimulate ideas, and another option presents on-screen note cards which may be saved to disk or printed out. Story Writer, the second disk, contains a simple word-processing program that simplifies writing and editing. A small user's guide fully explains how to use each menu option on both disks.

STRENGTHS: Colorful graphics and highly motivational adventure themes encourage young authors to focus on the goal of the program, namely, to develop a narrative. Various prompts (on-screen questions and key words) assure that students observe details in each scene and help them to organize their notes. Though notecards can be printed, they can also be instantly recalled to the screen while one is using the built-in word processor. This is an excellent aid during the writing process.

WEAKNESSES: The built-in proofing utility on the word-processing disk claims to check stories for six problem areas: style, misused words, troublesome verbs, adjectives, pronouns, and punctuation. However, in the "sentence" sample, "Buck and me was runing away," the proofing aid notes that "me" is not a subject and that "was" is a weak verb. It signals nothing about pronoun usage, spelling, or punctuation. This unsatisfactory component could seriously mislead students and teachers who try to rely on it.

USES: WRITING ADVENTURE provides students with an enjoyable, optional approach to strengthening critical writing skills. Though designed for individual use, the program works equally well with teams of students -- particularly during the prewriting stage of the total writing process.

RECOMMENDATION: Recommended

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Sept. 1987

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Software Evaluations.....listed alphabetically by title

TITLE	PRODUCER	SUBJECT
Algebra:Equations I	Microcomputer Workshops	MA
Algebra:Equations II	Microcomputer Workshops	MA
Algebra:Equations III	Microcomputer Workshops	MA
America's Presidents:Age of Conflict	Intellectual	SS
America's Presidents:Age of Growth	Intellectual	SS
America's Presidents:Founding a Nation	Intellectual	SS
America's Presidents:The Modern Era	Intellectual	SS
America's Presidents:World Wars, Prosperity	Intellectual	SS
Analogies Advanced	Hartley	LA
Analytical Reasoning	Intellectual	PS
Ancient Rome	Teach Yourself by Computer	SS
Bannercatch	Scholastic	MA
Beginning Math:Box Introduces Addition	Society for Visual Education	MA
Beyond the Rising Sun: Discover Japan	Educational Activities	SS
Cells & Tissues	Educational Activities	SC
Clock Works	MECC	MA
Comprehension Power Level E	Milliken	LA
Create With Garfield	DLM	LA
Early Discoveries:Colors and Shapes	Hartley	LA
Early Discoveries:Conservation & Counting	Hartley	MA
Economics Challenge Curriculum Pack, The	Blue Chip (Britannica)	SS
English Achievement I	Microcomputer Workshops	LA
English Achievement II	Microcomputer Workshops	LA
English Achievement III	Microcomputer Workshops	LA
English Achievement IV	Microcomputer Workshops	LA
English Achievement V	Microcomputer Workshops	LA
Estimation Invasion	Encyclopedia Britannica	MA
Expedition to Saqqara	Intellectual	SS
First Steps to Reading-Phonics I & II	Grolier	LA
Gertrude's Puzzles	Learning Company, The	PS
Grammar	Gamco	LA
Graphics Exhibitor	Koala Technologies	AE
Heat and Light	Educational Activities	SC
Hide N' Sequence	Sunburst	LA
Holt Reading Skills Extender	Holt, Rinehart, and Winston	LA
Human Body, The	Educational Activities	SC,HS
Interactive Writing Tools	Encyclopedia Britannica	LA
Interpreting Graphs	Sunburst	MA,SC
Language Activities Courseware, Level 5	Houghton Mifflin	LA
Lucky's Magic Hat	Advanced Ideas	LA
Math Machine	Southwest EdPsych Services	MA
Mathematics A-G	Intellectual	MA
Mathematics Activities Courseware:3,4,5	Houghton Mifflin	MA
Mathsheet	Houghton Mifflin	MA
Medalists:The Black Americans	Hartley	SS
Medalists:The Presidents	Hartley	SS
Medalists:The States	Hartley	SS

Medalists:Women in History	Hartley	SS
Meg-A-Math Set	Micro Power & Light	MA
Microcourse Lang.Arts:Sentence Structure	Houghton Mifflin	LA
Microcourse Language Arts:Usage	Houghton Mifflin	LA
Milt's Math Drills	Hartley	MA
One World:A Countries Database	Active Learning Systems	SS
Plants:Growth and Specialization	IBM	SC
Pollination and Fertilization	IBM	SC
Practical Geometry Series	Intellectual	MA
Pre-Algebra:Number Properties	JMH Software	MA
Pre-Algebra:Percents	JMH Software	MA
Presidential Decisions:George Washington	B5 Software	SS
Reading Comprehension(A,AA,B,BB,C,D,E,F)	Intellectual	LA
Regions of the United States	Educational Activities	SS
Shakespeare	Hartley	LA
Solar System Astronomy	Cross	SC
Teacher's PET	Imperial Internat'l Learning	LA
U.S. Constitution Tutor	Micro Lab	SS
USA Profile:Social & Geographic Database	Active Learning Systems	SS
Vocabulary (II-IV)	IBM	LA
Vocabulary Builder	Micro Power & Light	LA
WhizCalc I	World Book	MA
Who, What, When, Where, Why	Hartley	LA
Word Quest	Sunburst	LA
World Atlas Action	DLM	SS
Writing Competency Program	Educational Activities	LA

PRIMARY (K-3)	PRODUCER	GRADE
Beginning Math:Box Introduces Addition	Society for Visual Education	1-2
Clock Works	MECC	1-3
Create With Garfield	DLM	3-12,A
Early Discoveries:Colors and Shapes	Hartley	K-1
Early Discoveries:Conservation & Counting	Hartley	K-1
First Steps to Reading-Phonics I & II	Grolier	K-2
Gertrude's Puzzles	Learning Company, The	K-2
Hide N' Sequence	Sunburst	3-5
Holt Reading Skills Extender	Holt, Rinehart, and Winston	3-8
Lucky's Magic Hat	Advanced Ideas	K-12
Math Machine	Southwest EdPsych Services	K-6
Mathematics A-G	Intellectual	1-8
Mathematics Activities Courseware:3,4,5	Houghton Mifflin	3-5
Mathsheet	Houghton Mifflin	1-8
Meg-A-Math Set	Micro Power & Light	1-8
Microcourse Lang.Arts:Sentence Structure	Houghton Mifflin	3-8
Milt's Math Drills	Hartley	K-4
Reading Comprehension(A,AA,B,BB,C,D,E,F)	Intellectual	1-8
USA Profile:Social & Geographic Database	Active Learning Systems	3-12
Vocabulary (II-IV)	IBM	3-8
Who, What, When, Where, Why	Hartley	1-4
Word Quest	Sunburst	2-12,A

ELEMENTARY (4-6)	PRODUCER	GRADE
America's Presidents:Founding a Nation	Intellectual	5-12
America's Presidents:The Modern Era	Intellectual	5-12
Analogies Advanced	Hartley	6-12
Ancient Rome	Teach Yourself by Computer	5-12 A
Bannercatch	Scholastic	4-12
Cells & Tissues	Educational Activities	4-12
Comprehension Power Level E	Milliken	5-12
Create With Garfield	DLM	3-12,A
Estimation Invasion	Encyclopedia Britannica	4-8
Expedition to Saqqara	Intellectual	6-12
Grammar	Gamco	4-8
Graphics Exhibitor	Koala Technologies	6-12
Heat and Light	Educational Activities	4-9
Hide N' Sequence	Sunburst	3-5
Holt Reading Skills Extender	Holt, Rinehart, and Winston	3-8
Human Body, The	Educational Activities	4-8
Interactive Writing Tools	Encyclopedia Britannica	6-12
Language Activities Courseware, Level 5	Houghton Mifflin	4-7
Lucky's Magic Hat	Advanced Ideas	K-12
Math Machine	Southwest EdPsych Services	K-6

Mathematics A-G	Intellectual	1-8
Mathematics Activities Courseware:3,4,5	Houghton Mifflin	3-5
Mathsheet	Houghton Mifflin	1-8
Medalists:The Presidents	Hartley	6-12,A
Medalists:The States	Hartley	5-12,A
Medalists:Women in History	Hartley	5-12,A
Meg-A-Math Set	Micro Power & Light	1-8
Microcourse Lang.Arts:Sentence Structure	Houghton Mifflin	3-8
Microcourse Language Arts:Usage	Houghton Mifflin	4-8
Milt's Math Drills	Hartley	K-4
One World:A Countries Database	Active Learning Systems	6-12
Pre-Algebra:Number Properties	JMH Software	6-9
Presidential Decisions:George Washington	B5 Software	5-12
Reading Comprehension(A,AA,B,BB,C,D,E,F)	Intellectual	1-8
Regions of the United States	Educational Activities	5-12
Solar System Astronomy	Cross	6-12
Teacher's PET	Imperial Internat'l Learning	4-12
USA Profile:Social & Geographic Database	Active Learning Systems	3-12
Vocabulary (II-IV)	IBM	3-8
WhizCalc I	World Book	5-8
Who, What, When, Where, Why	Hartley	1-4
Word Quest	Sunburst	2-12,A
World Atlas Action	DLM	5-12

MIDDLE (7-9)	PRODUCER	GRADE
Algebra:Equations I	Microcomputer Workshops	8-12,A
Algebra:Equations II	Microcomputer Workshops	8-12,A
Algebra:Equations III	Microcomputer Workshops	9-12,A
America's Presidents:Age of Conflict	Intellectual	9-12
America's Presidents:Age of Growth	Intellectual	7-12 A
America's Presidents:Founding a Nation	Intellectual	5-12
America's Presidents:The Modern Era	Intellectual	5-12
America's Presidents:World Wars, Prosperity	Intellectual	8-12
Analogies Advanced	Hartley	6-12
Ancient Rome	Teach Yourself by Computer	5-12 A
Bannercatch	Scholastic	4-12
Beyond the Rising Sun: Discover Japan	Educational Activities	7-12,A
Cells & Tissues	Educational Activities	4-12
Comprehension Power Level E	Milliken	5-12
Create With Garfield	DLM	3-12,A
Estimation Invasion	Encyclopedia Britannica	4-8
Expedition to Saqqara	Intellectual	6-12
Grammar	Gamco	4-8
Graphics Exhibitor	Koala Technologies	6-12
Heat and Light	Educational Activities	4-9
Holt Reading Skills Extender	Holt, Rinehart, and Winston	3-8
Human Body, The	Educational Activities	4-8
Interactive Writing Tools	Encyclopedia Britannica	6-12
Interpreting Graphs	Sunburst	7-12

Language Activities Courseware, Level 5	Houghton Mifflin	4-7
Lucky's Magic Hat	Advanced Ideas	K-12
Mathematics A-G	Intellectual	1-8
Mathsheet	Houghton Mifflin	1-8
Medalists:The Black Americans	Hartley	7-12,A
Medalists:The Presidents	Hartley	6-12,A
Medalists:The States	Hartley	5-12,A
Medalists:Women in History	Hartley	5-12,A
Meg-A-Math Set	Micro Power & Light	1-8
Microcourse Lang.Arts:Sentence Structure	Houghton Mifflin	3-8
Microcourse Language Arts:Usage	Houghton Mifflin	4-8
One World:A Countries Database	Active Learning Systems	6-12
Plants:Growth and Specialization	IBM	9-12,A
Pollination and Fertilization	IBM	7-12,A
Pre-Algebra:Number Properties	JMH Software	6-9
Pre-Algebra:Percents	JMH Software	7-12
Presidential Decisions:George Washington	B5 Software	5-12
Reading Comprehension(A,AA,B,BB,C,D,E,F)	Intellectual	1-8
Regions of the United States	Educational Activities	5-12
Solar System Astronomy	Cross	6-12
Teacher's PET	Imperial Internat'l Learning	4-12
U.S. Constitution Tutor	Micro Lab	8-12S
USA Profile:Social & Geographic Database	Active Learning Systems	3-12
Vocabulary (II-IV)	IBM	3-8
Vocabulary Builder	Micro Power & Light	7-12
WhizCalc I	World Book	5-8
Word Quest	Sunburst	2-12,A
World Atlas Action	DLM	5-12
Writing Competency Program	Educational Activities	7-12,A
World Atlas Action	DLM	5-12

HIGH SCHOOL (10-12)	PRODUCER	GRADE
Algebra:Equations I	Microcomputer Workshops	8-12,A
Algebra:Equations II	Microcomputer Workshops	8-12,A
Algebra:Equations III	Microcomputer Workshops	9-12,A
America's Presidents:Age of Conflict	Intellectual	9-12
America's Presidents:Age of Growth	Intellectual	7-12 A
America's Presidents:Founding a Nation	Intellectual	5-12
America's Presidents:The Modern Era	Intellectual	5-12
America's Presidents:World Wars, Prosperity	Intellectual	8-12
Analogies Advanced	Hartley	6-12
Analytical Reasoning	Intellectual	10-12
Ancient Rome	Teach Yourself by Computer	5-12 A
Bannercatch	Scholastic	4-12
Beyond the Rising Sun: Discover Japan	Educational Activities	7-12,A
Cells & Tissues	Educational Activities	4-12
Comprehension Power Level E	Milliken	5-12
Create With Garfield	DLM	3-12,A

Economics Challenge Curriculum Pack, The	Blue Chip (Britannica)	11-12A
English Achievement I	Microcomputer Workshops	10-12A
English Achievement II	Microcomputer Workshops	10-12A
English Achievement III	Microcomputer Workshops	10-12A
English Achievement IV	Microcomputer Workshops	10-12A
English Achievement V	Microcomputer Workshops	10-12A
Expedition to Saqqara	Intellectual	6-12
Graphics Exhibitor	Koala Technologies	6-12
Interactive Writing Tools	Encyclopedia Britannica	6-12
Interpreting Graphs	Sunburst	7-12
Lucky's Magic Hat	Advanced Ideas	K-12
Medalists:The Black Americans	Hartley	7-12,A
Medalists:The Presidents	Hartley	6-12,A
Medalists:The States	Hartley	5-12,A
Medalists:Women in History	Hartley	5-12,A
One World:A Countries Database	Active Learning Systems	6-12
Plants:Growth and Specialization	IBM	9-12,A
Pollination and Fertilization	IBM	7-12,A
Practical Geometry Series	Intellectual	10-12A
Pre-Algebra:Percents	JMH Software	7-12
Presidential Decisions:George Washington	B5 Software	5-12
Regions of the United States	Educational Activities	5-12
Shakespeare	Hartley	11-12
Solar System Astronomy	Cross	6-12
Teacher's PET	Imperial Internat'l Learning	4-12
U.S. Constitution Tutor	Micro Lab	8-12
USA Profile:Social & Geographic Database	Active Learning Systems	3-12
Vocabulary Builder	Micro Power & Light	7-12
Word Quest	Sunburst	2-12,A
World Atlas Action	DLM	5-12
Writing Competency Program	Educational Activities	7-12,A

ADULT	PRODUCER	GRADE
Algebra:Equations I	Microcomputer Workshops	8-12,A
Algebra:Equations II	Microcomputer Workshops	8-12,A
Algebra:Equations III	Microcomputer Workshops	9-12,A
Create With Garfield	DLM	3-12,A
English Achievement I	Microcomputer Workshops	10-12,A
English Achievement II	Microcomputer Workshops	10-12,A
English Achievement III	Microcomputer Workshops	10-12,A
English Achievement IV	Microcomputer Workshops	10-12,A
English Achievement V	Microcomputer Workshops	10-12,A
Medalists:The Black Americans	Hartley	7-12,A
Medalists:The Presidents	Hartley	6-12,A
Medalists:The States	Hartley	5-12,A
Medalists:Women in History	Hartley	5-12,A
Plants:Growth and Specialization	IBM	9-12,A
Pollination and Fertilization	IBM	7-12,A
Practical Geometry Series	Intellectual	10-12,A
Word Quest	Sunburst	2-12,A
Writing Competency Program	Educational Activities	7-12,A

TITLE	PRODUCER
ART EDUCATION	
Graphics Exhibitor	Koala Technologies
LANGUAGE ARTS	
Analogies Advanced	Hartley
Comprehension Power Level E	Milliken
Create With Garfield	DLM
Early Discoveries: Colors and Shapes	Hartley
English Achievement I	Microcomputer Workshops
English Achievement II	Microcomputer Workshops
English Achievement III	Microcomputer Workshops
English Achievement IV	Microcomputer Workshops
English Achievement V	Microcomputer Workshops
First Steps to Reading-Phonics I & II	Grolier Grammar
Gamco Hide N' Sequence	Sunburst
Holt Reading Skills Extender	Holt, Rinehart, and Winston
Interactive Writing Tools	Encyclopedia Britannica
Language Activities Courseware, Level 5	Houghton Mifflin
Lucky's Magic Hat	Advanced Ideas
Microcourse Lang.Arts:Sentence Structure	Houghton Mifflin
Microcourse Language Arts:Usage	Houghton Mifflin
Reading Comprehension(A,AA,B,BB,C,D,E,F)	Intellectual
Shakespeare	Hartley
Teacher's PET	Imperial Internat'l Learning
Vocabulary (II-IV)	IBM
Vocabulary Builder	Micro Power & Light
Who, What, When, Where, Why	Hartley
Word Quest	Sunburst
Writing Competency Program	Educational Activities
MATH	
Algebra:Equations I	Microcomputer Workshops
Algebra:Equations II	Microcomputer Workshops
Algebra:Equations III	Microcomputer Workshops
Bannercatch	Scholastic
Beginning Math:Box Introduces Addition	Society for Visual Education
Clock Works	MECC
Early Discoveries:Conservation&Counting	Hartley
Estimation Invasion	Encyclopedia Britannica
Interpreting Graphs	Sunburst
Math Machine	Southwest EdPsych Services
Mathematics A-G	Intellectual
Mathematics Activities Courseware:3,4,5	Houghton Mifflin
Mathsheet	Houghton Mifflin
Meg-A-Math Set	Micro Power & Light
Milt's Math Drills	Hartley

Practical Geometry Series	Intellectual
Pre-Algebra:Number Properties	JMH Software
Pre-Algebra:Percents	JMH Software
WhizCalc I	World Book

PROBLEM SOLVING

Analytical Reasoning	Intellectual
Gertrude's Puzzles	Learning Company, The

SCIENCE

Cells & Tissues	Educational Activities
Heat and Light	Educational Activities
Human Body, The	Educational Activities
Plants:Growth and Specialization	IBM
Pollination and Fertilization	IBM
Solar System Astronomy	Cross

SOCIAL STUDIES

America's Presidents:Age of Conflict	Intellectual
America's Presidents:Age of Growth	Intellectual
America's Presidents:Founding a Nation	Intellectual
America's Presidents:The Modern Era	Intellectual
America's Presidents:World Wars, Prosperity	Intellectual
Ancient Rome	Teach Yourself by Computer
Beyond the Rising Sun: Discover Japan	Educational Activities
Economics Challenge Curriculum Pack, The	Blue Chip (Britannica)
Expedition to Saqqara	Intellectual
Medalists:The Black Americans	Hartley
Medalists:The Presidents	Hartley
Medalists:The States	Hartley
Medalists:Women in History	Hartley
One World:A Countries Database	Active Learning Systems
Presidential Decisions:George Washington	B5 Software
Regions of the United States	Educational Activities
U.S. Constitution Tutor	Micro Lab
USA Profile:Social & Geographic Database	Active Learning Systems
World Atlas Action	DLM

EXPLANATION OF SYMBOLS

SUBJECT AREA SYMBOLS

AE Art Education
BV Business/Vocational Education
CC Career Planning/Counseling
CT Computer Literacy/Technology
FL Foreign Language
GT Gifted/Talented
HE Home Economics/Living Skills
HS Health/Safety
IT Instructional Media
KB Keyboarding
LA Language Arts
LM Library/Media Skills
MA Mathematics
MU Music
PE Physical Education
PR Preschool/Early Childhood
PS Problem Solving/Logic
SC Science
SN Special Needs/Handicapped
SS Social Studies
TS Traffic Safety
UP Utility/Productivity Tools
VE Vocational Education

MODE SYMBOLS

CMI COMPUTER-MANAGED INSTRUCTION: A possible component of instructional computer software that assists in managing instruction by collecting, storing, and retrieving students' skill-mastery/progress data.

D/P DRILL and PRACTICE: Provides activities/exercises to reinforce or practice concepts and skills already taught or learned.

GA GAME: Uses a variety of game formats and elements of competition to motivate students to apply skills they have mastered to accumulate points/scores.

P/S PROBLEM SOLVING: Requires the student to analyze a situation or a problem, make a decision by applying accepted principles or rules, and continue the process in solving the problem.

SIM SIMULATION: Provides models of situations or events too complex, dangerous, expensive, or inconvenient to reproduce in the classroom. Student analyzes situation, makes decisions, and is informed of the results.

TU TUTORIAL. Presents new concepts or skills by means of examples and questions, often providing tests and remediation.

Please send your requests for software to the appropriate software producer or a local software vendor.

Active Learning Systems
2515 Ashman, P.O. Box 1984
Midland, MI 48640
800-423-0818

Advanced Ideas, Inc.
2902 San Pablo Ave.
Berkeley, CA 94702
415-526-9100

B5 Software
1024 Bainbridge Place
Columbus, OH 43228
614-276-2752

Britannica Learning (Bluechip)
185 Berry Street
San Francisco, CA 94107
800-824-9236

Classroom Consortia Media
1 Edgewater Plaza
Staten Island, NY 10305
800-237-1113

Cross Educational Software
1802 N. Trenton Street, Box 1536
Ruston, LA 71270
318-255-8921

DLM Teaching Resources
One DLM Park
Allen, TX 75002
800-527-5030

Educational Activities, Inc.
Dept. 86, PO Box 392
Freeport, NY 11520
1-800-645-3739

Encyclopaedia Britannica Educational Corp.
425 N. Michigan Ave.
Chicago, IL 60611
800-621-3900

Gamco Industries
Box 310Q5
Big Spring, TX 79721
800-351-1404

Grolier Electronic Publishing
Dept. 337, Sherman Turnpike
Danbury, CT 06816
800-858-8858

Hartley Courseware, Inc.
133 Bridge Street, P.O. Box 419
Dimondale, MI 48821
800-247-1380

Holt, Rinehart & Winston
383 Madison Ave.
New York, NY 10017
212-872-2213

Houghton Mifflin, Educational Div.
2225 East Randol Mill Rd, Suite 530
Arlington, TX 76011
817-649-5254

IBM
PC Software Dept.
One Culver Road
Dayton, N.J. 08810
800-IBM-2468

Imperial International Learning Corp.
329 East Court St, PO Box 548
Kankakee, IL 60901
815-933-7735

Intellectual Software
798 North Avenue
Bridgeport, CT 06606
800-232-2224

JMH Software of Minnesota
7200 Hemlock Lane
Maple Grove, MN 55369
612-424-5464

Koala Technologies Corp.
269 Mt Herman Rd.
Scotts Valley, CA 95066
800-562-2327

Learning Company
PO Box 2168
Menlo Park, CA 94026
800-852-2255

MECC
3490 Lexington Ave.N
St. Paul, MN 55126-8097
612-481-3500

Micro Power & Light Company
12820 Hilcrest Road, #219
Dallas, TX 75230
214-239-6620

MicroLab
2310 Skokie Valley Rd.
Highland Park, IL 60035

*Microcomputer Workshops
Address all requests to
Mindscape listed below.

Milliken Publishing Company
1100 Research Blvd.
St. Louis, MO 63132
314-991-4220

Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062
800-221-9884

Scholastic Software
PO Box 7502
2931 East McCarty St
Jefferson City, MO 65102
800-325-6149

Society for Visual Education (SVE)
1345 W. Diversey Pky
Chicago, IL 60614
800-621-1900

SouthWestern EdPsych Services
P.O. Box 1870
Phoenix, AZ 85001
602-253-6528

Sunburst Communications
39 Washington Ave. Rm GM30
Pleasantville, NY 10570
800-431-1934

Teach Yourself by Computer
2128 W. Jefferson Rd.
Pittsford, NY 14534
716-427-7065

World Book Discovery
Merchandise Mart Plaza
Chicago, IL 60654
800-323-6366

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TITLE: Early Discoveries:Colors and Shapes
PRODUCER: Hartley COPYRIGHT: 1984
GRADE LEVEL: K-1 SUBJECT AREA: LA
MODE: GA,D/P OTHER MODES:
TOPICS: Visual discrimination,pre-reading PRICE: 35.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Stencils,cards
BACKUP POLICY: $10.00
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: $107.85
SERIES PRICE: $215.70 SERIES ITEMS: 6
SERIES TITLE: Early Discoveries
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIc & IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: COLOR AND SHAPES is an early childhood program that gives students practice in color identification, matching shapes and patterns, left-to-right eye tracking, and visual discrimination of color, shape, and position to reproduce a model object. The package includes one disk, a manual with suggested teacher activities, and a packet of shape and color cards.

STRENGTHS: This menu-driven program with automatic start-up is easy to use. Students are easily motivated by its excellent graphics and positive reinforcement. The teacher's design option is helpful in individualizing instruction by setting the speed and the number of screens and games. The sound may be turned on or off.

WEAKNESSES: COLOR AND SHAPES is weak in varied presentation of problems. The same problem may be presented two or three times in a row.

USES: This program could be used by children pre-K through first grade to reinforce visual discrimination skills. No prior computer experience is required, though teacher guidance is suggested.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Hartley has not been able to duplicate the error of the same problem appearing two or three times in a row. If they can find the error and isolate it, they will fix it.

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P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

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TITLE: Create With Garfield
PRODUCER: DLM COPYRIGHT: 1986
GRADE LEVEL: 3-12,A SUBJECT AREA: LA
MODE: CMI OTHER MODES:
TOPICS: Creative writing PRICE: 29.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 15.00 per program.
PREVIEW POLICY: 30 day on approval.
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: CREATE WITH GARFIED enables the user to practice writing and develop artistic skills. A personalized data disk allows the user to store creative work for later use. The student can create Garfield cartoons, posters, and labels, using characters from the cartoon series, backgrounds, props, and quotes, and may create captions of his choice.

STRENGTHS: Directions are clear, precise, easily understood, and the program is easy for the student to use. The user's manual is easy to follow; color graphics are bright and tend to make the program more enjoyable to the user. A list of available graphics and captions are helpful to the beginning creator. Cartoons may be saved on a data disk and printed later.

WEAKNESSES: Does not address basic skills, and the user must be computer-literate to follow the program's directions. Stick-on's (artwork that can be moved around on the screen) cannot be moved once they have been placed in a picture. Erasing stick-on's can be a tedious process and often may result in erasure of background areas. This version can not be printed in color; posters do not cover regular size paper when printed.

USES: May be used successfully in classrooms and libraries for gifted students, small groups, computer clubs, and extracurricular activity groups to create labels, name tags, posters, etc.

RECOMMENDATION: Recommended

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TITLE: Comprehension Power Level E
PRODUCER: Milliken COPYRIGHT: 1981
GRADE LEVEL: 5-12 SUBJECT AREA: LA
MODE: CMI,D/P OTHER MODES:
TOPICS: Reading comprehension PRICE: 150.00
MASTER DISKS: 4 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Reading Select.
BACKUP POLICY: Purchased at point of orig., for 1/2
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5 additional disks
LAB PACK PRICE: 75.00 One lab pack per original
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: $1,700 SERIES ITEMS: 12
SERIES TITLE: Comprehension Power Levels A-L
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe & IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: ATARI
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: COMPREHESION POWER LEVEL E is a reading program designed to drill students in a variety of comprehension skills, including literal understanding, interpretation, analysis, evaluation and appreciation. Segments of a reading selection are presented and the student is asked questions. Each of the four diskettes contains three reading selections for student use and a manager program, which allows the teacher to make individual assignments and review individual and class performance. A hard copy can be printed of the student's performance. Students can also choose their own reading selections and reading rate. A teacher's guide and a book containing the complete text of each reading selection are provided.

STRENGTHS: The program allows students to choose their reading speeds and selections. Students have the opportunity to reread a selection when a question cannot be answered. The teacher can assign students to work on a very specific reading comprehension skill. Allows for keeping records on the progress of the students.

WEAKNESSES: There is little color or graphics used in the program. The format of the sample lesson and the reading selections are different. Students found this program difficult to use.

USES: Comprehension Power Level E is recommended with reservation for a reading lab with multiple computers. It could be used as enrichment for better readers to assist in increasing reading speed while tracking comprehension proficiency.

RECOMMENDATION: Recommended with reservations

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TITLE: Clock Works
PRODUCER: MECC COPYRIGHT: 1986
GRADE LEVEL: 1-3 SUBJECT AREA: MA
MODE: D/P,SIM OTHER MODES:
TOPICS: Telling time PRICE: 49.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Free with purchase
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5
LAB PACK PRICE: 89.00
NETWORK VERSION: Yes NETWORK PRICE: 89.00
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: MECC Membership
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: X JOYSTICK: MOUSE:

CONTENT: CLOCKWORKS is a menu-driven, drill-and-practice mathematics program designed to offer practice in reading both analog and digital clocks. The program contains four activities: all may have the difficulty level adjusted through a series of easy-to-use teacher options. Students may read time from a clock and select the correct answer from four choices, practice setting digital and analog clocks to a time specified by the program, or create their own clocks.

STRENGTHS: This program has many strengths. The teacher has the option to modify the program to meet the needs of the students. These options include time intervals, expressions used, number of marks on the clock face, and the type of numerals. The program requires a limited number of keys to be used for response selections. The printed documentation included is clear and concise. The sound effects may be turned off before or during use of the program. Positive feedback is given and is nonthreatening. Little teacher intervention is needed after initial instruction. The program also offers easy access and exit.

WEAKNESS: Although a score of correct responses is given at the end of the program, the data cannot be saved. Some of the exercises are not realistic in comparison to real life and may result in some confusion.

USES: This program is appropriate for individual students in grades 1-3 as drill, enrichment, or remediation in telling time.

RECOMMENDATION: Recommended

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TITLE: Cells & Tissues
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: 4-12 SUBJECT AREA: SC
MODE: TU,CMI OTHER MODES:
TOPICS: Cells and tissues PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 backup included.
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 Extra disks + 1 set documentation.
LAB PACK PRICE: 179.85
NETWORK VERSION: Yes NETWORK PRICE: 179.85
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: P JOYSTICK: O MOUSE: O

CONTENT: CELLS AND TISSUES is a tutorial science program that introduces students to the nature, structure, and functions of cells and tissues. The first lesson of this three-lesson tutorial program deals with the structure of cells and explores the location and function of the membrane, cytoplasm, and nucleus. Lesson two concentrates on binary fission and introduces the concepts of DNA and chromosomes. Lesson three explores various types of tissues, including skin, blood, muscle, and nerve tissues.

STRENGTHS: Science concepts are introduced in an easy-to-understand manner. The material is factually accurate, presented in a logical progression, with appropriate use of graphics to illustrate concepts. The vocabulary is appropriate to the lesson with pronounciation of new words given with introduction of the word. Sound may be on or off. The program has large, easy-to-read text, with humorous comments, and provides the student with opportunity for review of progress. The management program is excellent. Supplemental worksheets are provided.

WEAKNESSES: Plant cells are not discussed. User cannot select a specific lesson; must use them in the sequence provided. Although the management system is an excellent addition, it prevents the teacher from assigning students to review the second or third lesson until previous lesson(s) have been completed.

USES: Excellent program for biology students to use as a review. Appropriate for one-on-one use for average students in grades 4 through 12. Very appropriate for students who need constant repetition of factual materials.

RECOMMENDATION: Recommended

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TITLE: Beyond the Rising Sun: Discover Japan
PRODUCER: Educational Activities COPYRIGHT: 1985
GRADE LEVEL: 7-12,A SUBJECT AREA: SS
MODE: SIM OTHER MODES:
TOPICS: Japanese culture/society,decision making PRICE: 63.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Management
BACKUP POLICY: 1 free with each program
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 additional disks, 1 set documentation
LAB PACK PRICE: 3 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: 189.00
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe and IIc OPERATING SYSTEM: DOS MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: BEYOND THE RISING SUN is a simulation in which students bmake decisions similiar to those faced by Japanese youth. The program stresses major characteristics of Japanese society, such as the importance of education, the second class role of women in Japan, and the importance of the family. The user is randomly assigned a Japanese name and family situation from a pool of six characters. The program begins when the individual is 17-years-old and in the second year of high school. The user must make decisions about school, home, college, and jobs. The objective of the game is to score more than 100 points in each of the catagories: money, success, and family harmony. Each decision affects points for the goals. Game success depends on how well the user understands the principles of Japanese society which, are discovered through the simulation.

STRENGTHS: The format of the program is interesting, motivating, and easy to use; users set their pace. The simulation can be interrupted and saved. Graphics are excellent. Users are praised for good decisions, and the tone of the program is positive and encouraging, even when poorer decisions are made. The supplementary materials supply a great deal of information to prepare the teacher, as well as the students, to have a successful learning experience. The manual provides additional information about Japanese society, including suggested readings for the teacher.

WEAKNESSES: The program makes no provisions for review and once a decision is made (e.g., work instead of school), there is no option for changing. Exams should be more varied and challenging, since it is possible for a user to memorize the correct answers.

USES: This program is suitable for use in grades 7-12, although in the middle grades, it will be most appropriate for upper level classes. It is most useful for grades 10-12 where it can be used more readily across ability levels. It can be used effectively with an entire class, in a small group, or by an individual.

RECOMMENDATION: Recommended

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TITLE: Beginning Math:Box Introduces Addition
PRODUCER: Society for Visual Education (SVE) COPYRIGHT: 1984
GRADE LEVEL: 1-2 SUBJECT AREA: MA
MODE: D/P,GA,TU OTHER MODES:
TOPICS: Beginning addition PRICE: 159.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Film, cassette
BACKUP POLICY: 10.00 per disk at time of order.
PREVIEW POLICY: 30 days, with purchase order.
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE:
SERIES PRICE: 769.00 SERIES ITEMS: 6
SERIES TITLE: Beginning Mathematics
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: BOX INTRODUCES ADDITION offers drill and practice in adding whole numbers horizontally and vertically. Students watch a filmstrip about "Box," a western cowboy who demonstrates adding whole numbers. The software reinforces the concepts presented in the filmstrip by offering four drill-and-practice activities, each with two levels of difficulty. The addition problems progress in difficulty and, by using graphics, allow the student to solve problems by the process of counting. The objectives of the program are stated clearly and are supported by lesson suggestions.

STRENGTHS: The availability of a "Help" option and the multimedia approach of using filmstrip, cassette, and instructional software provides easy integration into the curriculum. The screen displays are well designed. Young students find the large text easy-to-read and the color graphics interesting. The on-off option for sound is good for classroom use.

WEAKNESSES: Inconsistent procedure for entering answers; when the drill and practice writes the addition fact vertically, the ones place answer must be entered first, and then the tens; when the practice is given horizontally, the tens position must be entered first, then the ones value. The filmstrips, cassettes, and manuals appear to have been developed first, and the software added an an afterthought. No suggestions provided for integrating the software into the filmstrip-centered lesson.

USES: This software is recommended for individual use with K-5 and exceptional education students for reinforcement, enrichment, and remediation.

RECOMMENDATION: Recommended

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TITLE: Bannercatch
PRODUCER: Scholastic COPYRIGHT: 1984
GRADE LEVEL: 4-12 SUBJECT AREA: MA
MODE: GA OTHER MODES:
TOPICS: Binary numbers, encoding and decoding PRICE: 39.95
MASTER DISKS: 2 BACKUPS: 0 GUIDE/MANUAL: 2
OTHER DOCUMENTATION:
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: In BANNERCATCH, students master the binary number system and develop their logic and problem-solving skills. Students are engaged in invaluable team cooperation and careful map-reading. When Max starts giving orders to his robots, members can decode his instructions, which are given in Base 2, the binary number system. Students share information with other team members as they attempt to capture the flag from the zone while evading the robots.

STRENGTHS: Students learn to work in teams. The program comes with good documentation. It is an excellent program for teaching binary numbers and offers practice in encoding and decoding.

WEAKNESSES: No major weaknesses noted with the program.

USES: The program should be used with teams of math students. Students should have an understanding of the binary system before playing the game. The program helps children develop teamwork skills as they practice encoding and decoding.

RECOMMENDATION: Recommended

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TITLE: Ancient Rome
PRODUCER: Teach Yourself by Computer COPYRIGHT: 1986
GRADE LEVEL: 5-12 A SUBJECT AREA: SS
MODE: TU,D/P OTHER MODES:
TOPICS: History of ancient Rome PRICE: 39.95
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $9.00/disk
PREVIEW POLICY: 30 days with PO or Prepaid
LAB PACK: Yes ITEMS IN LAB PACK: 5 disks
LAB PACK PRICE: 159.80
NETWORK VERSION: Yes NETWORK PRICE: 79.90
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: By arrangement
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: ANCIENT ROME introduces the user to life in ancient Rome through a menu-driven program that allows users to learn facts, review pictures, or take a test. Two disks present information on such topics as the founding of Rome, Roman buildings, dress, school, trade and entertainment. Each disk contains 12 passages, each accompanied by animated pictures and followed by multiple-choice questions. If responses are correct, the program proceeds to the next screen, and there is an alternate display of the same material if answers are incorrect. An optional summary test provides scores at the end of the test.

STRENGTHS: The program has automatic start-up, is menu-driven, provides for easy exit to the main menu, and requires little or no teacher intervention. Passages are interesting and easy to read and provide information not necessarily found in textbooks. Display is clear and legible with good spacing, and students are able to read at their own pace. If a question for a passage is missed, the student is told that he/she has given an incorrect answer and is given the opportunity to reread the passage. Clear, colorful, animated graphics enhance the program. The teacher's manual is easy to read and follow and contains suggestions for extended work.

WEAKNESSES: The program does not use sound. When a follow-up question is missed, the student is told that it is incorrect and is given the passage to reread; however, a different follow-up question is then given. Students cannot skip questions; they may only escape to the menu. There is only one level of difficulty, and the program can be used by only one student at a time.

USES: Although it is recommended for use in grades 6-12, this program is probably most appropriate for a basic high school history class. It can be used to introduce a unit on ancient Rome to a class or, since little, if any, teacher assistance is needed, in a learning center to supplement such a unit. Individuals interested in ancient history or in need of reinforcement should find the program helpful.

RECOMMENDATION: Recommended

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TITLE: Analytical Reasoning
PRODUCER: Intellectual COPYRIGHT: 1984
GRADE LEVEL: 10-12 SUBJECT AREA: PS
MODE: P/S,TU OTHER MODES:
TOPICS: Reasoning skills PRICE: 65.00
MASTER DISKS: 2 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for 10 dollars per disk
PREVIEW POLICY: 30 days with purchase order
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: ANALYTICAL REASONING is a cued-response program that sets up analytical problems based on a set of conditions. The user must answer a series of questions using analytical reasoning skills to solve the problem(s). Problems and responses are found in a booklet that must be used along with the program. The user response is keyed into the computer, and, if the correct answer is given, the next question choice appears. If an incorrect answer is given, a written explanation appears on the screen.

STRENGTHS: The program is menu-driven and the pace is user-controlled.

WEAKNESSES: Using the booklet along with the program is awkward. The print in the booklet is of very poor quality and difficult to read. There is no guided instruction and little reinforcement. The program is nothing more than an electronic scorecard. It does little to help teach reasoning skills.

USES: This program may possibly be used in gifted classes.

RECOMMENDATION: Not recommended

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TITLE: Analogies Advanced
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 6-12 SUBJECT AREA: LA
MODE: TU OTHER MODES:
TOPICS: Analogies,skill practice PRICE: 39.95
MASTER DISKS: 2 BACKUPS: N/A GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup card --backup $10.00 with card
PREVIEW POLICY: 30 day preview
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ANALOGIES ADVANCED provides advanced work on the identification and completion of analogies. Words have been selected from the content area for grades 7-10. The average lesson takes about 15 minutes.

STRENGTHS: Prepares students to take the SAT. The analogies are not as difficult as those on the SAT prep material. The program stores and reports user performance. This program is a real challenge for students who have completed ANALOGIES TUTORIAL. Teacher's guide is excellent.

WEAKNESSES: Vocabulary may be difficult for students that are below grade level.

USES: Excellent program to prepare students for SAT. The program can be used with groups or individual students; it can be used in different subject areas since the words have been selected from many content areas.

RECOMMENDATION: Recommended

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TITLE: America's Presidents:World Wars, Prosperity
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 8-12 SUBJECT AREA: SS
MODE: TU,DP,CMI OTHER MODES:
TOPICS: US presidents: WWI, depression, WWII PRICE: N/A
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk at any time
PREVIEW POLICY: 30 to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack: 5 disks; Large: 10 or more
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 194.85 SERIES ITEMS: 5
SERIES TITLE: America's Presidents Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: WORLD WARS, PROSPERITY AND DEPRESSION, one of five programs in the America's Presidents Series, is a menu-driven program organized into eight lessons that provide a chronological overview of the lives and presidencies of six American presidents (Wilson through Truman). There is one article about each president except F.D.R., about whom there are three. After reading the article, the user answers six to eight multiple-choice questions about the passage. The first wrong answer to a question results in a hint; a second wrong answer to the same question is followed by the correct response and an explanation. The user is told the number of right and wrong answers. A management system allows the teacher to save scores.

STRENGTHS: This program is menu-driven, contains good on-screen instructions, and provides immediate and appropriate feedback. A student who answers a question incorrectly receives a hint and a second try; a second wrong answer results in the correct response and an explanation. A text-scroll system allows the user to reread the text as needed. There is a high level of user control, and the program can be interrupted and saved when desired. A management system allows the teacher to save the scores of an unlimited number of students on a separate disk.

WEAKNESSES: The program does not use graphics or color. The on-screen text is long and tiring to read. The teacher's manual is very brief and contains incomplete or confusing instructions, in some instances. There is no student manual. Depressing the return key "slightly longer than usual" results in the skipping of several screens, and there is no way to escape back to the previous screen.

USES: This program could probably best be used in high school social studies classes by highly motivated individual students or small groups. It can be used as review and reinforcement of previously taught topics or for student make-up work. It is also a good program to use to improve reading comprehension skills.

RECOMMENDATION: Recommended with reservations

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TITLE: America's Presidents:The Modern Era
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: TU,CMI OTHER MODES:
TOPICS: Modern US presidents (Eisenhower-Reagan) PRICE: N/A
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk at any time
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack: 5 disks; Large 10 or more
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 194.85 SERIES ITEMS: 5
SERIES TITLE: America's Presidents Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe and IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: THE MODERN ERA, a menu-driven, tutorial program, is one of five programs in the America's Presidents Series. Users improve reading comprehension and acquire facts about U.S. presidents from Eisenhower through Reagan through a chronological overview of their lives and presidencies. After the student selects a lesson, a passage is presented for him/her to read. The text, which can be reread as often as necessary, is followed by 6 to 12 multiple-choice questions. If a student answers incorrectly, he/she is given a hint and a second chance. If the same question is answered incorrectly again, the correct answer and an explanation are given. A teacher management system is provided.

STRENGTHS: This program is menu-driven and provides clear, concise, appropriate on-screen directions. There is a high level of user control with easy access and exit from the program which can be interruped and saved at any time. Feedback on the multiple-choice questions is immediate providing a hint when a question is missed on the first try and the correct answer and an explanation when the same question is missed a second time. A text-scroll system is used to allow the user to move through the passages as desired/needed. The management system is clearly explained in the teacher's manual and allows the teacher to save the scores of an unlimited number of students on a separate disk.

WEAKNESSES: This program does not use either graphics or sound, and there is a great deal of reading material which is singie-spaced and difficult to read. The teacher's manual is very brief and also difficult to read, and there is no student manual. In addition, grammatical errors were identified in the on-screen text.

USES: This program is appropriate for use in a regular high school history class and could be used as a reference tool or to improve reading comprehension skills. It could also be used for student make-up work. It is best used by one student at a time, although it could be used with an entire class.

RECOMMENDATION: Recommended

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TITLE: America's Presidents:Founding a Nation
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: TU,D/P,CMI OTHER MODES:
TOPICS: U.S. hist-govt, reading comprehension PRICE: N/A
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk at any time
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small Pack: 5 disks; Large: 10 or more
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 194.85 SERIES ITEMS: 5
SERIES TITLE: America's Presidents Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIc/e OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: FOUNDING A NATION is a two-disc, menu-driven program containing eleven lessons that present overviews of nine early American presidents (Washington through Harrison). Each lesson, which can be accessed separately from the main menu, contains a passage of information on a president's life and administration, followed by six to eight multiple choice questions relating to the content. When the student is answering questions, the screen is separated into two windows with the questions appearing in the lower window while the upper window allows the student to scroll through the text if needed. If an incorrect response is entered, a hint is given. A second incorrect response results in the correct answer. Scores are displayed at the end of each lesson.

STRENGTHS: The program is menu-driven, automatic-load and requires a minimum of teacher intervention. The "textscroll" system allows the student to review the text to search for the correct answer. Immediate feedback gives hints on incorrect answers, and the correct answer is given after two incorrect responses. An initialized disk can be used to save scores, and the assignment of a class identification code would enable several classes to use and save their work.

WEAKNESSES: The print in both the teacher's manual and the reading material on the screen is very difficult to read, and there tends to be too much copy on the screen. The program contains factual, spelling and punctuation errors (e.g., House of "Boroughs" in Virginia, "Aritcles" of Confederation). No use is made of graphics.

USES: The program is most appropriate for individualized use since it requires a relatively proficient reader. It could be helpful in gathering information for reports or projects, or for improving reading comprehension skills.

RECOMMENDATION: Not recommended

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TITLE: America's Presidents:Age of Growth
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 7-12 A SUBJECT AREA: SS
MODE: TU,CMI OTHER MODES:
TOPICS: Presidents-late 19th/early 20th century PRICE: N/A
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk at any time
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack: 5 disks; Large: 10 or more
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 194.85 SERIES ITEMS: 5
SERIES TITLE: America's Presidents Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: THE AGE OF GROWTH, one of five programs in the America's Presidents Series, is a menu-driven tutorial program,designed to improve reading comprehension skills and to provide a chronological overview of the lives and presidencies of the U.S. presidents of the late 19th and early 20th centuries (Hayes - Taft) through eight lessons. Each lesson contains a passage, followed by eight to ten multiple choice comprehension questions. A text-scroll system allows the user to read or reread the passage at his/her own pace. The student has access to any instructions and can exit the program at any time. If a wrong response is given, the student receives a hint and a second try. If a second wrong response is given, the program provides the correct answer and an explanation. Scores can be saved on a separate disk.

STRENGTHS: The program is menu-driven, is easy to use, and requires little or no teacher intervention. It can be exited at any time; students can scroll up and down to reread the text, and feedback on the quiz section is immediate. The management system makes it simple to save scores of unlimited numbers of students, to organize scores by class, and to print out selected records or entire files. Scores can be averaged for an entire class or for an individual student. There is a toll-free support system, and it costs only $5.00 to replace damaged disks.

WEAKNESSES: The program has no graphics or sound effects, and the screen is cluttered with too many words. Documentation is poor, and print is too small. Scores must be saved on a separate disk. In the quiz section, the keys that are not in use are not locked out; thus, any letter guessed counts as an answer (even letters which are actually not options).

USES: This program could be used by upper level junior high and high school students for improving reading comprehension skills and/or to gain further knowledge of the lives and presidencies of Hayes through Taft. The structure of the program best lends itself to use with individuals or small groups.

RECOMMENDATION: Recommended with reservations

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TITLE: America's Presidents:Age of Conflict
PRODUCER: Intellectual COPYRIGHT: 1985
GRADE LEVEL: 9-12 SUBJECT AREA: SS
MODE: TU,D/P,CMI OTHER MODES:
TOPICS: Presidents during North-South conflict PRICE: N/A
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk at any time
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small pack: 5 disks; Large: 10 or more
LAB PACK PRICE: Small: 3 X retail; Large: 50% discount
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 194.85 SERIES ITEMS: 5
SERIES TITLE: America's Presidents Series
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: AGE OF CONFLICT, one of five programs in the America's Presidents Series, is a menu-driven drill-and-practice/tutorial program designed to improve high school students' reading comprehension skills through a chronological overview of the lives and presidencies of nine presidents (Tyler through Grant). This program consists of two disks organized into eleven lesson modules that can be separately accessed. The user selects a president, reads a biographical passage, and responds to six to ten multiple-choice comprehension questions based on the passage. An on-line reporting system for students and a teacher management feature are included.

STRENGTHS: This program contains clear on-screen instructions and offers a high level of user control. A "text-scroll" system allows students to scroll up and down the screen to reread the passage, if necessary; instruction screens can be accessed whenever desired, and the program can be exited at any time. There is immediate feedback on the quiz section, with hints given for incorrect answers on both first and second responses. There is an on-line report for students, which gives number of correct responses, number of incorrect, and total number, as well as a management system that allows teachers to save scores of unlimited students, organize records by class, and print out entire files or selected records. This system also automatically averages all scores.

WEAKNESSES: The program has no graphics, color or sound. The passages are too lengthy and read like encyclopedia articles, not including the human interest aspects that might hold student attention. In the quiz, any letter depressed is counted as a response, whether it is one of the options or not (the keys not in use are not locked out). Vocabulary would be very difficult for a remedial student.

USES: The program is appropriate for grades 9-12 and could possibly be used by gifted younger students. Since reading exercises are similar to standardized tests, it could be used to increase speed and comprehension for testing, as well as for developing research skills for students doing research on these presidents or this era.

RECOMMENDATION: Recommended with reservations

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TITLE: Algebra:Equations III
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Pre-algebra, algebra PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 240.00 SERIES ITEMS: 9 pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: EQUATIONS III is a middle grade to high school drill-and-practice math program designed to reinforce math skills involved in solving linear equations of the form AX + B(CX + D) = EX + F, where A, B, C, D, E, and F are integers. The user chooses the number of problems to work (up to 10 on screen up to 12 for printout). For each problem, the program presents the problem and a list of algebraic rules. The rules include using the distributive property and the axioms of addition, subtraction, multiplication, and division. The user solves the problem by first selecting the appropriate rule, in the appropriate sequence, and then entering solutions. The user is given help if an incorrect response is given, and an error analysis is given after each problem has been solved. The analysis includes both procedural and computational errors.

STRENGTHS: This program offers automatic start-up, menu-driven activities, and on-line instructions for use. The main menu offers an option that allows the user to print out a "test" of up to 12 problems. Content is thoroughly covered. Tutorial assistance is provided when user makes an error. The program discriminates between computational and procedural mistakes and reports each separately.

WEAKNESSES: None noted.

USES: This program is appropriate for advanced middle grade prealgebra classes and for high school algebra classes. It also may be used in upper level high school for remediation in preparation for college entrance exams and for college/adult remediation. It may be used by individuals or small groups.

RECOMMENDATION: Recommended

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P.O. Box 12746 • 200 Park Offices • Suite 204
Research Triangle Park, NC 27709 • (919) 549-8216

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: Algebra:Equations II
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 8-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Pre-algebra, algebra PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 240.00 SERIES ITEMS: 9 pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: EQUATIONS II is a middle grade to high school drill-and-practice math program designed to reinforce math skills involved in solving linear equations of the form AX + B = CX + D, where A, B, C, and D are integers other than 0. The user chooses the number of problems to work (up to 50). For each problem, the program presents the problem and a list of algebraic axioms. The user solves the problem by first selecting the appropriate axiom, in the appropriate sequence, and then entering solutions. The user is given help if an incorrect response is given, and an error analysis is given after each problem has been solved. The analysis includes both procedural and computational errors.

STRENGTHS: This program offers automatic start-up, menu-driven activities, and on-line instructions for use. Tutorial assistance is provided when the user makes an error. The program discriminates between computational and procedural mistakes and reports each separately.

WEAKNESSES: None noted.

USES: This program is appropriate for middle grade pre-algebra classes and for high school algebra classes. It also may be used in upper level high school for remediation in preparation for college entrance exams and for college/adult remediation. It may be used by individuals or small groups.

RECOMMENDATION: Recommended

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TITLE: Algebra:Equations
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1984
GRADE LEVEL: 8-12,A SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Linear equations PRICE: 29.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 89.85
NETWORK VERSION: Yes NETWORK PRICE: 89.85
SERIES PRICE: 240.00 SERIES ITEMS: 9 Pack
SERIES TITLE: Algebra Series
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: EQUATIONS is a middle grade to high school drill-and-practice math program designed to reinforce math skills involved in solving linear equations of the form AX + B = C, where A, B, and C are integers other than 0. The user chooses the number of problems to work (up to 50). For each problem, the program presents the problem and a list of the algebraic axioms of addition, subtraction, multiplication, and division. The user solves each problem by first selecting the appropriate rule, in the appropriate sequence, and then entering solutions. The user is given help if an incorrect response is given, and an error analysis is provided after each problem has been solved. The analysis includes both procedural and computational errors.

STRENGTHS: This program offers automatic start-up, menu-driven activities, and on-line instructions for use. Tutorial assistance is provided when user makes an error. The program discriminates between computational and procedural mistakes and reports each separately.

WEAKNESSES: None noted.

USES: This program is appropriate for middle grade prealgebra classes and for high school algebra classes. It also may be used in upper level high school for remediation in preparation for college entrance exams and for college/adult remediation. It may be used by individuals or small groups.

RECOMMENDATION: Recommended

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TITLE: Interpreting Graphs
PRODUCER: Sunburst COPYRIGHT: 1986
GRADE LEVEL: 7-12 SUBJECT AREA: MA,SC
MODE: D/P,GA OTHER MODES:
TOPICS: Graphing PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 day loan
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: 195.00
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: INTERPRETING GRAPHS is a middle-to-high school menu-driven math/science program that offers the user two graphing activities. The first, Relating Graphs to Events, offers practice in interpreting information displayed in line graph form. A series of graphs is presented. Each graph pictures three line graphs with a situation described below the graph. The user must identify which line is the appropriate prepresentation of the stated situation. The second activity, Escape, is a game in which the user must name points on a grid, by coordinates, in order to block the path of an escaping "robber".

STRENGTHS: This program has automatic start-up, is menu-driven, and is easy-to-use. Little or no teacher intervention is needed. Active participation by the user is required. Feedback is immediate, and on-screen explanations are given. The graphics are clear and easy to read. The documentation provides printed worksheet masters that correlate with the disk activities.

WEAKNESSES: Instructions for "Escape" may be confusing to young students.

USES: This program is appropriate for middle school science and/or math classes as a drill-and-practice exercise to reinforce the concepts of line graphs and grid coordinates. It is not appropriate for initial instruction without a great deal of teacher input. High school students may use this program for remediation of graphing skills.

RECOMMENDATION: Recommended

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TITLE: Interactive Writing Tools
PRODUCER: Encyclopedia Britannica COPYRIGHT: 1986
GRADE LEVEL: 6-12 SUBJECT AREA: LA
MODE: CMI,D/P,TU OTHER MODES:
TOPICS: Writing tools & modes PRICE: 279.00
MASTER DISKS: 8 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: User's Guide
BACKUP POLICY: $10.00/disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 40 disks
LAB PACK PRICE: 2 times catalog price
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Duplicate avail
COMPUTER USED FOR REVIEW: Apple IIe & IIc OPERATING SYSTEM: MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: INTERACTIVE WRITING TOOLS consists of 8 disks, which include a word processing program and different aspects of poetry, friendly letters, business letters, and news writing. Each disk has three levels of difficulty. In the first level, the student selects from predetermined choices to complete a writing task. In the second level, the student is prompted to write a finished composition in his own words. The third level has the student receiving a key sentence or phrase for creative writing. The fourth level gives only directions to write the composition. An advanced student can begin at the fourth level. A coded teacher information section is available.

STRENGTHS: This program is easy to use and is menu-driven. Available levels can be used according to the student's needs. Student writing can be saved on a text disk and can be printed. On-screen help is available, and the directions are clear.

WEAKNESSES: The word processor "The Writer's Assistant" is difficult to use. Word-wrap-around is not available, allowing errors to be typed at the end of a line (misspelled words or incorrectly divided). The procedure for editing a letter is frustrating and takes several steps to delete, transfer, etc.

USES: This program is recommended with reservations for use with individual students in a creative writing class in grades 6-12.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: If the word processor screen size is limited to what can be seen on the screen, then word-wrap is in effect.

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TITLE: Human Body, The
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: 4-8 SUBJECT AREA: SC,HS
MODE: TU, P/S OTHER MODES:
TOPICS: Systems of the human body PRICE: 109.95
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: worksheets
BACKUP POLICY: Free with purchase of program
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: $329.85 3 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: $329.85
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: THE HUMAN BODY is a tutorial for upper elementary and middle school that presents the systems of the human body, their parts and functions, and how they interact. Lessons on the digestive, respiratory, circulatory, skeletal, muscular, and nervous systems are taught. Each lesson concludes with a 5 question quiz randomly selected from a bank of 9-12 questions. The package contains two disks, a brief manual, and reproducible supplemental activity worksheets with a teacher answer key.

STRENGTHS: This menu-driven program is easy to use. Lessons may be accessed in any order. Little or no teacher intervention is required. A built-in management system automatically records students' scores and prints to screen or paper. When incorrect responses are given, students are guided to correct answers. The graphics are good, and sound is optional. Supplemental activity worksheets enhance the program's use.

WEAKNESSES: There is no easy exit once a student is into a lesson. Some of the lessons are quite long and the student must go through the entire lesson before taking the quiz. Many times the student is required to use a set of commands to move the cursor through different parts of the body. Sometimes the graphics are so busy, it is hard to tell exactly where the cursor is located.

USES: The HUMAN BODY could be used to introduce different systems of the body to students in upper elementary school or middle school. The program is appropriate for individual student use or for small groups of two or three.

RECOMMENDATION: Recommended

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TITLE: Holt Reading Skills Extender
PRODUCER: Holt, Rinehart, and Winston COPYRIGHT: 1985
GRADE LEVEL: 3-8 SUBJECT AREA: LA
MODE: TU OTHER MODES: D/P, CMI
TOPICS: Main idea,synonyms,dictionary,reference PRICE: 249.00
MASTER DISKS: 7 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity cards
BACKUP POLICY: Defective disk replaced
PREVIEW POLICY: 30 days approval
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: $1294.8 SERIES ITEMS: 6
SERIES TITLE: Reading Skills Extender
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: P GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: HOLT READING SKILLS EXTENDER provides tutorial instructions in 20 language arts skill areas. Each of the 5 drill disks contain 4 skill lessons. Each lesson is divided into 4 parts: (1) a diagnostic skill check, (2) an instructional lesson, (3) application of skill to new questions, and (4) a final skills test. If 80% mastery in the preliminary skills check is achieved, the student can proceed to the next lesson. If mastery is not achieved, the student progresses through the instruction and application sections before taking the final skills test. Two different skill tests are provided in each lesson, allowing the student to take a different test if the lesson is repeated.

STRENGTHS: The instructions to the student are clear and concise. Correct answers are positively reinforced, and incorrect answers are explained to the student. An excellent scope and sequence chart identifies disk location of skills for individualized learning plans. This program contains good graphics and a management system that records student assignments and progress.

WEAKNESSES: Some students will require teacher assistance when beginning lessons because the program requires extensive changing of disks.

USES: The program is self-pacing and can be used with advanced younger students as well as with older students for remediation.

RECOMMENDATION: Recommended

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TITLE: Hide N' Sequence
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 3-5 SUBJECT AREA: LA
MODE: D/P,P/S,CMI OTHER MODES:
TOPICS: Predicting sequential order PRICE: 75.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Student Disks
BACKUP POLICY: Backup diskette included.
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 diskettes
LAB PACK PRICE: 225.00
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Yes
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: HIDE N' SEQUENCE is a language arts program that allows students to reinforce sequential ordering activities. The selections utilized are divided into the categories of narration, exposition, descriptions, and persuasion. The package includes a teacher's disk (with backup) and a student's disk containing twelve stories for student use. Additionally, students may create and save twelve of their own stories, or new student disks may be created, each with the capability of storing twenty-four stories. From a menu, students may choose to unscramble a story, sentence-by-sentence, or to use a word processor to create or edit an original story that may be used later for sequential ordering activities. Stories may be printed.

STRENGTHS: This menu-driven, automatic start, self-paced program is easy to use, with a "Help" option available to provide information to the student. Content is appropriate for the computer, with good use of color, sound (optional), and graphics. Displays are legible and consistent, with appropriate spacing and timing. The documentation is extensive, clear, and concise, and provides specific objectives for program usage.

WEAKNESSES: Requires extensive teacher input. Provides error correction at end of story instead of interactively as the student is working.

USES: Appropriate for 4th-6th grade students to learn prediction of sequential order and cause-and-effect relationships. Teacher direction is necessary prior to using this program.

RECOMMENDATION: Recommended

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TITLE: Heat and Light
PRODUCER: Educational Activities COPYRIGHT: 1986
GRADE LEVEL: 4-9 SUBJECT AREA: SC
MODE: CMI, P/S, TU, SIM OTHER MODES:
TOPICS: Physics-heat and light PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Activity Sheets
BACKUP POLICY: 1 free with purchase of program
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks, 1 set documentation & binder
LAB PACK PRICE: $179.85 (3 times catalog price)
NETWORK VERSION: Yes NETWORK PRICE: $179.85
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe & IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: HEAT and LIGHT is an intermediate grade physical science program that uses tutorial, drill and practice, and simulation to teach concepts on heat, light and shadow, refraction, and reflection. The teacher or user can select an activity from a menu and work on one of the four parts. The user will simply read the text, study the graphics, and then review the material by answering multiple-choice questions.

STRENGTHS: The program has an automatic start-up and is menu-driven. Little or no teacher intervention is required. The pace is controllable, and examples are presented during the program. The program can be easily interrupted and saved. Information presented is accurate and factual. Immediate feedback and reinforcement are provided. Sound is optional, and it makes good use of graphics. Level of mastery is easy for the teacher to change. Appropriate work sheets and review sheets are included.

WEAKNESSES: Students are required to read a lot of text in using this program. Some measures are given only in English units; metric units should also be included.

USES: Appropriate for use by individual students in grades 4-9. Can be used for enrichment for the younger students and for remediation by older students.

RECOMMENDATION: Recommended

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TITLE: Graphics Exhibitor
PRODUCER: Koala Technologies COPYRIGHT: 1984
GRADE LEVEL: 6-12 SUBJECT AREA: AE
MODE: Print program OTHER MODES:
TOPICS: Print program PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $8.00 for disk
PREVIEW POLICY: None
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: R PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: GRAPHICS EXHIBITOR contains a data disk of 28 drawings of geometric patterns that can be colored using the utility programming of the disk. Also included is a graphic exhibitor disk for printing color and/or black and white copies of the images. Descriptions of how the designs were created using LOGO plus explanations of geometry terms are also included in the program.

STRENGTHS: Allows for color coordination in young children; gives older children practice in drawing skills. The program comes with excellent documentation and activities to be used with the program.

WEAKNESSES: Requires the use of peripherials not available in most schools.

USES: The program could be used with middle school children in geometry or art classes.

RECOMMENDATION: Recommended

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TITLE: Grammar
PRODUCER: Gamco COPYRIGHT: 1985
GRADE LEVEL: 4-8 SUBJECT AREA: LA
MODE: D/P,CMI OTHER MODES:
TOPICS: Parts of speech, usage skills PRICE: 44.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 when purchased with program
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 disks
LAB PACK PRICE: $164.95
NETWORK VERSION: Yes NETWORK PRICE: $164.95
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe & IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: GRAMMAR is a drill-and-practice program designed to extend the student's knowledge of five parts of speech. The topics covered are nouns, verbs, adjectives, adverbs, and pronouns. The students have the option of seeing a brief review and examples before proceeding with the skills to be practiced. A teacher management system is provided.

STRENGTHS: The program is menu-driven with simple, clear, and concise directions. The student can monitor his own progress and work at his own pace while immediate reinforcement is provided. The program management options enable the teacher to keep track of individual scores and progress or the scores and progress of the class as a whole. The number of problems presented can be adjusted according to the teacher's requirement. The program also has sound on/off option.

WEAKNESSES: The game, Speedway, is not directly related to the concepts learned through the drills in the program or to the teaching objective of the program. The program continues only on the correct response.

USES: The program is recommended to reinforce previously taught grammar concepts in language arts classes in grades 4-8 by individual students.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: If students answer incorrectly three times, they are shown the correct answer and asked to enter it. This system reinforces the correct answer and promotes learning. The game is unrelated to the lesson and meant as a reward.

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TITLE: Gertrude's Puzzles
PRODUCER: Learning Company, The COPYRIGHT: 1981
GRADE LEVEL: K-2 SUBJECT AREA: PS
MODE: P/S OTHER MODES:
TOPICS: Problem solving PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Masters for dup
BACKUP POLICY: yes
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 6 program disks and teacher's materials
LAB PACK PRICE: 119.00
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: yes
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS: Eagle
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: O MOUSE:

CONTENT: GERTRUDE'S PUZZLES is designed to help young children develop problem-solving skills. In all puzzles, players move pieces to form color and shape patterns. Some of the puzzles give players rules for playing, while others force players to determine the rules. When a puzzle is solved, Gertrude brings a treasure. The program consists of two main sections. The first is a tutorial section that teaches the user how to pick up and drop shapes, control speed, etc. The second section is the game part. Players solve puzzles by using loops, networks, and boxes (which use classifying and sorting in a manner like magic squares).

STRENGTHS: The graphics are excellent in the program. Directions for the players are very clear and easy-to-follow. This software package can be used by students with little or no direction from the teacher. Good documentation comes with the program.

WEAKNESSES: The I,J,K, and M keys are required to move the cursor up, down, right, and left, and the repeat key will make the movement faster. This could be a problem for students who are not familiar with a keyboard.

USES: The program could be used in elementary school to teach problem solving and classification. It can also be used to teach following directions and logical thinking. Gertrude's Puzzles could be used with individuals or small groups.

RECOMMENDATION: Recommended

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This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

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TITLE: First Steps to Reading-Phonics I & II
PRODUCER: Grolier COPYRIGHT: 1985
GRADE LEVEL: K-2 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Phonics PRICE: 44.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup disk included
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Yes
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: FIRST STEPS TO READING-PHONICS I & II is a menu-driven, drill and practice phonics program designed for beginning readers. Activities consist of identification of sound/symbol relationship for initial and final vowels and consonants. The user must match the phonic with the corresponding picture, as well as supply the missing letter in a word. The screen is divided into quadrants. Two quadrants house a reinforcement activity, while one quadrant contains execution/help messages, and one contains the target activity.

STRENGTHS: This program is user-friendly with easy access and exit, clear directions and demonstrations for each activity, nonreading help-screens, and immediate animated feedback. Teacher documentation provides objectives, word list, and supplementary activities.

WEAKNESSES: Pictures are too small and difficult to identify, especially on monochrome monitor. No provision is made for incorrect answers. The user can make up to 25 incorrect responses. The reward graphics are repetitious and boring. Children are unable to understand their score independently.

USES: This program can be used by individual or small groups of children in grades K-2. Prior phonics instruction is necessary.

RECOMMENDATION: Not recommended

PRODUCER'S COMMENT: The graphics work best on a color monitor.

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TITLE: Expedition to Saqqara
PRODUCER: Intellectual COPYRIGHT: 1983
GRADE LEVEL: 6-12 SUBJECT AREA: SS
MODE: GA,P/S,SIM OTHER MODES:
TOPICS: Archaeology, history, Egyptology PRICE: 59.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10/disk at any time
PREVIEW POLICY: 30 days to requests on letterhead
LAB PACK: Yes ITEMS IN LAB PACK: Small: 5 disks, Large: 10 or more
LAB PACK PRICE: Small: 179.85, Large: 50% discount
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: None
LICENSING AGREEMENTS: Not available
COMPUTER USED FOR REVIEW: Apple IIe and IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: EXPEDITION TO SAQQARA is a simulation on the archaelogical site at Saqqara, one of the most important in Egypt. The activity simulates the search and excavation of ancient tombs by allowing students to search out landmarks and surface evidence of tomb sites and then to dig and explore these sites. Students must obtain grants and permission to excavate and must keep a working record disk to enter information about the site being excavated. The program develops skills in problem solving, decision making, deductive reasoning, map plotting, and mathematics. A packet of display cards includes 27 with tomb artifacts and 10 with computer messages for student use in planning away from the computer.

STRENGTHS: This program provides clear and precise instructions. The manual contains detailed loading instructions, clear objectives, suggestions for use of the program and for classroom projects, and a reading list on Egyptology. A set of cards provides examples of artifacts and information about sites, and an on-screen map shows students areas that have already been surveyed. The program encourages team cooperation. Information on financial standing is provided for each group. Provision is made for the use of a storage disk to allow multiple sessions over extended time periods.

WEAKNESSES: Teachers will need to spend alot of time preparing to use this program and assisting students in running it. Detailed off-the-computer record keeping is also necessary. There is a general lack of excitement in the program -- no sound, no positive feedback until EXACT choices are discovered, no escape feature after some user choices are inserted. The manual does not provide the information necessary to leave the screen either. A final weakness is that the original disk can be erased if improper storage commands are given.

USES: The program could be used by upper level social studies or gifted classes. It can be used by individual students or by groups of students during a given session or over several class periods.

RECOMMENDATION: Recommended with reservations

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TITLE: Estimation Invasion
PRODUCER: Encyclopedia Britannica COPYRIGHT: 1985
GRADE LEVEL: 4-8 SUBJECT AREA: MA
MODE: D/P,GA OTHER MODES:
TOPICS: Estimation (multiplication) PRICE: 59.00
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 per disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5
LAB PACK PRICE: 2 times catalog price
NETWORK VERSION: Yes NETWORK PRICE: 118.00
SERIES PRICE: SERIES ITEMS: 11
SERIES TITLE: Technology and Basic Skills
LICENSING AGREEMENTS: Copy. Lic. Aval
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: ESTIMATION INVASION is a menu-driven, drill-and-practice game that provides students with the opportunity to practice using estimation skills. The package includes one disk with a teacher's manual. Users of this software may select from two games shown on the menu and advance to higher levels of difficulty if successful. When playing either of these games, the only way to win is to make good estimates. In both games, all of the digits of the multiplicand, except the most significant, are covered and then slowly revealed.

STRENGTHS: This program provides clear game directions, documentation, and easy access and exit. The presentation of the game does not disturb the user. The game requires little or no teacher intervention and provides immediate feedback to the user.

WEAKNESSES: Students are given neither practice examples nor solutions to incorrect answers. The problems are inconsistently arranged, and some graphics are hard to read. Students may become confused and discouraged when working problems, because what works for solving one problem does not always work for similar problems. In addition, some answers are incorrect.

USES: This program could be used for drill and practice of multiplication skills. It would be best used in small groups of upper elementary or middle school math students in a remedial or enrichment setting.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The producer feels that error correction during the execution of the games is inappropriate.

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TITLE: English Achievement V
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1982
GRADE LEVEL: 10-12A SUBJECT AREA: LA
MODE: D/P,TU OTHER MODES:
TOPICS: English grammar and composition PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 119.85
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: 175.00 SERIES ITEMS: 5 pack
SERIES TITLE: English Achievement Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ENGLISH ACHIEVEMENT III is a high school drill-and-practice language arts program that allows the user to practice rewriting and editing sentences. The format is based on that of the College Entrance Examination Board. The user is presented with 16 randomly selected (150 in data bank) grammar problems. Each problem consists of a sentence followed by instructions for a change in the sentence. The user is presented with five phrases and must select the phrase that represents another change that must be made in the sentence if the first change is made. The user may also elect to skip the problem. Upon completion of 16 problems, the user is given a progress report that may be printed to the printer or to the screen.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. Reinforcement is immediate and positive. After each user response, the error is identified and explained. Upon completion of a set of problems, the user is given an approximate English Achievement score (300-800). This scoring follows the format of the Educational Testing Service. If the user chooses to do another set of problems, the next score includes the cumulative results of all problems completed. After the score is received, a full error analysis is given. A printer option allows the user to print out this analysis.

WEAKNESSES: The directions for using the printer option are not clear.

USES: This program is appropriate for high school language arts students, especially those preparing for achievement or college entrance exams. Students may use the program individually or in small groups. Also, it may be used in college/adult remediation classes.

RECOMMENDATION: Recommended

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TITLE: English Achievement IV
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1982
GRADE LEVEL: 10-12A SUBJECT AREA: LA
MODE: D/P,TU OTHER MODES:
TOPICS: English grammar and composition PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 119.85
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: 175.00 SERIES ITEMS: 5 pack
SERIES TITLE: English Achievement Series
LICENSING AGREEMENTS: No
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ENGLISH ACHIEVEMENT IV is a high school drill-and-practice language arts program that allows the user to practice identifying the nature of grammatical errors. The user is presented with 16 randomly selected (200 in data bank) grammar problems. Each problem consists of a sentence that may contain one of the following types of error: error in agreement, error in comparison, faulty parallelism, and error in punctuation. The user also may decide that there is no error or elect to skip the problem. Upon completion of 16 problems, the user is given a progress report that may be sent to the screen or printer.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. The reinforcement is immediate and positive. After each user response, the error is identified and explained. Upon completion of a set of problems, the user is given an approximate English Achievement score (300-800). This scoring follows the format of the Educational Testing Service. If the user chooses to do another set of problems, the next score includes the cumulative results of all problems completed. After a score is received, a full error analysis is given. A printer option allows the user to get a printout of this analysis.

WEAKNESSES: The directions for using the printer option are not clear.

USES; This program is appropriate for high school langauge arts students, especially those preparing for achievement or college entrance exams. Students may use the program individually or in small groups. Also, it may be used in college/adult remediation classes.

RECOMMENDATION: Recommended

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TITLE: English Achievement III
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1982
GRADE LEVEL: 10-12A SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: English grammar and composition PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 copies + original
LAB PACK PRICE: 119.85
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: 175.00 SERIES ITEMS: 5 pack
SERIES TITLE: English Achievement Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ENGLISH ACHIEVEMENT III is a high school drill-and-practice language arts program that allows the user to practice selecting the correct rewrite of a grammatical error. The user is presented with 16 randomly selected (200 in data bank) grammar problems. Each problem consists of a sentence with one highlighted section that may contain an error. The user must decide if there is an error and, if so, select the best rewrite from a list of 4 given on the screen. The user may also elect to skip the problem. Upon completion of 16 problems, the user is given a progress report that may be printed to the printer or to the screen.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. The reinforcement is immediate and positive. After each user response, the error is identified and explained. Upon completion of a set of problems, the user is given an approximate English Achievement score (300-800). This scoring follows the format of the Educational Testing Service. If the user chooses to do another set of problems, the next score includes the cumulative results of all problems completed. After a score is received, a full error analysis is given. A printer option allows the user to get a printout of this analysis.

WEAKNESSES: The directions for the printer option are not clear.

USES: This program is appropriate for high school language arts students, especially those preparing for achievement or college entrance exams. Students may use the program individually or in small groups. Also, it may be used in college/adult remediation classes.

RECOMMENDATION: Recommended

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TITLE: English Achievement II
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1982
GRADE LEVEL: 10-12A SUBJECT AREA: LA
MODE: D/P,TU OTHER MODES:
TOPICS: English grammar and composition PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 119.85
NETWORK VERSION: YES NETWORK PRICE: N/A
SERIES PRICE: 175.00 SERIES ITEMS: 5 pack
SERIES TITLE: English Achievement Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ENGLISH ACHIEVEMENT II is a high school drill-and-practice language arts program that provides practice in identifing grammatical errors. The user is given 16 randomly selected grammar problems (200 in data base). Each problem consists of a sentence with one section highlighted. The user must decide whether the highlighted section contains one of the following types of errors: diction, wordiness, grammar, or cliche or mixed metaphor. The user may also decide that there is no error. After each response, the sentence error is explained. A progress report is provided after completing the exercise.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. The reinforcement is immediate and positive. After each user response, the error is identified and explained. Upon completion of a set of problems, the user is given an approximate English Achievement score (300-800). This scoring follows the format of the Educational Testing Service. If the user chooses to do another set of problems, the next score includes the cumulative results of all problems completed. A printer option allows the user to get a printout of this analysis.

WEAKNESSES: The definitions and examples provided for the different types of grammatical errors are weak.

USES: This program is appropriate for high school language arts students, especially those preparing for achievement or college entrance exams. It may be used for remediation for college-level students.

RECOMMENDATION: Recommended

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TITLE: English Achievement I
PRODUCER: Microcomputer Workshops/Mindscape COPYRIGHT: 1982
GRADE LEVEL: 10-12A SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: English grammar and composition PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30-days
LAB PACK: Yes ITEMS IN LAB PACK: 9 disks + original
LAB PACK PRICE: 119.85
NETWORK VERSION: YES NETWORK PRICE: N/A
SERIES PRICE: 175.00 SERIES ITEMS: 5 pack
SERIES TITLE: English Achievement Series
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: ENGLISH ACHIEVEMENT I is a high school drill-and-practice language arts program that provides practice in identifing grammatical errors. The user is given 16 randomly selected grammar problems (200 in data base). Each problem consists of a sentence with selected words highlighted. The user must decide which of the highlighted words represents a grammatical error. The user may also decide that there is no error or to skip the sentence. After a response is given, the user is told whether the response is correct, and the error is explained. A progress report is provided after completing the exercise.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. The reinforcement is immediate and positive. After each user response, the error is identified and explained. Upon completion of a set of problems, the user is given an approximate English Achievement score (300-800). This scoring follows the format of the Educational Testing Service. If the user chooses to do another set of problems, the next score includes the cumulative results of all problems completed. A printer option allows the user to get a printout of this analysis.

WEAKNESSES: The directions for using the printer option are not clear.

USES: This program is appropriate for high school language arts students, especially those preparing for achievement or college entrance exams. Students may use the program individually or in small groups. Also, it may be used in college/adult remediation classes.

RECOMMENDATION: Recommended

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TITLE: Economics Challenge Curriculum Pack, The
PRODUCER: Blue Chip Software,(Britannica) COPYRIGHT: 1985
GRADE LEVEL: 11-12A SUBJECT AREA: SS
MODE: SIM OTHER MODES:
TOPICS: Economics(stock mkt,real estate,etc) PRICE: 124.95*
MASTER DISKS: 3 BACKUPS: 0 GUIDE/MANUAL: 3
OTHER DOCUMENTATION: Teacher's guide
BACKUP POLICY: 1/title $12/disk with warranty card
PREVIEW POLICY: Through authorized school supplier
LAB PACK: Yes ITEMS IN LAB PACK: 5 copies of any title in package
LAB PACK PRICE: 125.Ap Baron,Tycoon,150.Ap Millionaire
NETWORK VERSION: NO NETWORK PRICE: NA
SERIES PRICE: NA SERIES ITEMS: NA
SERIES TITLE: NA
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Commodore 64 OPERATING SYSTEM: MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: X IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: R GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: ECONOMIC CHALLENGE CURRICULUM PACK is 3 separate disks each providing a simulation on a separate topic. Millionaire teaches stock market concepts; Baron teaches the residential, business, and land real estate market; and Tycoon is a commodity market simulation. Users make decisions and experience the financial challenge of investing in these areas. A basic finance vocabulary helps users understand the financial concepts presented. A teacher's manual includes educational objectives, game directions, student quizzes, and a glossary.

STRENGTHS: This menu-driven program with clear, easy exit can be interrupted and saved and continued at a later time. User has choices of selections and pace. The investment environment changes for each user and for each session, and the user is required to make judgments and financial decisions based on information provided by the program. Printed documentation is very good and includes a user's guide for each simulation, as well as a comprehensive teacher's manual. User reports may be stored or given on-line.

WEAKNESSES: The program boots slowly and is very time-consuming. Games take 5-15 minutes to formulate while users wait. On-screen instructions are not always clear. Several times screens disappeared with no explanation or any action on the part of the user.

USES: This program can be used in social studies unit on economics, as a follow-up activity for high school economics classes and as an extracurricular activity for students interested in business and finance or making career decisions. It is more appropriate for above average high school students due to the specialized nature of its content and the level of reading and math skills required. It could be used with adults training for careers in one of these fields.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The Apple and IBM versions boot faster than the Commodore. *Price $124.95-Ap,IBM,Mac $99.95-Commodore

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TITLE: Early Discoveries:Conservation&Counting
PRODUCER: Hartley COPYRIGHT: 1984
GRADE LEVEL: K-1 SUBJECT AREA: MA
MODE: D/P,GA OTHER MODES:
TOPICS: Counting PRICE: 35.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10./disk with backup card from package
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 5
LAB PACK PRICE: 99.95
NETWORK VERSION: Yes NETWORK PRICE: 107.85
SERIES PRICE: 215.70 SERIES ITEMS: 6
SERIES TITLE: Early Discoveries
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: CONSERVATION AND COUNTING is a math program developed for use in preschool and/or early childhood. It provides drill and practice in a game format and helps young children develop an understanding of one-to-one correspondence, conservation of number, and counting. There are four activities, each with three levels of difficulty. Supplementary materials are provided that involve children in appealing activities to strengthen their counting, numeral recognition, and matching skills.

STRENGTHS: The program automatically starts up and is menu-driven. The program requires active participation of the student, and the user is provided with the opportunity to select from the three levels to meet individual needs of children. All activities use top-to-bottom and left-to-right eye movement and positive feedback. There is a teacher/parent design option, which includes turning the sound on/off, setting the speed at which the cursor moves, increasing or decreasing pauses in the activity, and setting the number of games a child may play. The directions are clear, concise, and appropriate. The color screen displays are appealing. The guide is helpful and provides additional activities a teacher can do to reinforce these math concepts.

WEAKNESSES: No means for record-keeping of students' correct/incorrect answers. A color monitor is necessary for optimum usage. Requires teacher involvement to assist the student in order to determine individual progress.

USES: Recommended to be used with kindergarten and first grade students after the teacher has provided the concrete experiences necessary to work with this program.

RECOMMENDATION: Recommended

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TITLE: Pre-Algebra:Percents
PRODUCER: JMH Software COPYRIGHT: 1986
GRADE LEVEL: 7-12 SUBJECT AREA: MA
MODE: D/P OTHER MODES: Tutorial
TOPICS: Percents,decimals PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: 3-ring binder
BACKUP POLICY: Included
PREVIEW POLICY: 30 days with a school PO
LAB PACK: Yes ITEMS IN LAB PACK: Up to 30
LAB PACK PRICE: $10.00 per disk
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: $899.10 SERIES ITEMS: 18
SERIES TITLE: Pre-Algebra
LICENSING AGREEMENTS: Call
COMPUTER USED FOR REVIEW: Apple IIe & IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: PERCENTS provides students with drill and practice in solving various percent conversion problems. Students may choose to work with finding the missing base in a percentage problem, discovering the missing rate, or determining the correct percentage in rate-base-percentage problems. Practice in converting from percent to fraction and from percent to decimal is provided, as well as problems for practical application.

STRENGTHS: This interactive program is easy to use and provides tutorial help to students who encounter difficulties. The program provides feedback by keeping track of the number of problems answered correctly. The printed documentation is clear and concise.

WEAKNESSES: The program will advance to the next question only after the student answers correctly. A student could give the incorrect answer for any number of times and never receive the correct answer. Unusual input is not accepted well. Very few examples are given, and the program uses very few graphics.

USES: PERCENTS can be used in grades 7-12 by individual students as reinforcement or remediation of previously taught concepts of percentages.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: If a student enters an incorrect answer several times, the correct answer is flashed and highlighted on the screen.

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TITLE: Pre-Algebra:Number Properties
PRODUCER: JMH Software COPYRIGHT: 1986
GRADE LEVEL: 6-9 SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES:
TOPICS: Algebra/pre-algebra PRICE: 49.95
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days with school purchase order
LAB PACK: Yes ITEMS IN LAB PACK: Up to 30 disks
LAB PACK PRICE: 10.00 per disk
NETWORK VERSION: No NETWORK PRICE: N/A
SERIES PRICE: 899.10 SERIES ITEMS: 18 pac
SERIES TITLE: Pre-algebra
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: NUMBER PROPERTIES is a pre-algebra/algebra drill-and-practice program that allows the user to select instruction and practice in the algebraic concepts of: order of operations; associative property; commutative property; distributive property; the properties of closure, identity and inverse; and the properties of zero with whole numbers. After selecting the topic, the user is given a series of problems to evaluate. The program provides the user the opportunity to evaluate expressions with two terms, three terms with one variable, and three terms with two variables. The user is scored and given a progress report after completing ten problems.

STRENGTHS: The program is menu-driven and directions are clear and concise, making it easy to use. Concepts are thoroughly covered. Help and immediate feedback are provided.

WEAKNESSES: The program is slow to "boot up."

USES: This program is appropriate for reinforcement and practice of concepts taught in pre-algebra and algebra classes. It may be used for review by students preparing for college entrance exams.

RECOMMENDATION: Recommended

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TITLE: Practical Geometry Series
PRODUCER: Intellectual COPYRIGHT: 1983
GRADE LEVEL: 10-12A SUBJECT AREA: MA
MODE: TU OTHER MODES:
TOPICS: Geometry PRICE: 195.00
MASTER DISKS: 6 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for 10 dollars per disk
PREVIEW POLICY: 30 days with purchase order
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: PRACTICAL GEOMETRY is a tutorial math program that covers the following major concepts: circles; lines and angles; quadrilaterals, polygons and solid geometry; theorems and proofs of theorems; and triangles. Each of the major topics is on a separate disk (theorems and proofs of theorems has 2 disks). Each disk is menu-driven. The user selects a particular lesson. The tutorial presents a concept and a brief quiz, the program continues with another concept and quiz, and so on until the topic is covered.

STRENGTHS: This program is easy to use and requires little teacher intervention. The examples and graphics are good and well illustrated. Feedback is immediate and nonpunishing. The topics are thoroughly covered.

WEAKNESSES: The management system for this program is available, but not included with the package.

USES: This package is appropriate for high school geometry students or students preparing for college entrance exams. It may be used by individuals or small groups.

RECOMMENDATION: Recommended

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TITLE: Pollination and Fertilization
PRODUCER: IBM COPYRIGHT: 1986
GRADE LEVEL: 7-12,A SUBJECT AREA: SC
MODE: TU OTHER MODES:
TOPICS: Seeds, fruits and plant embryos PRICE: 52.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 may be made
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 12 disks
LAB PACK PRICE: 236.00 per title
NETWORK VERSION: Yes NETWORK PRICE: 312.
SERIES PRICE: 1,040 SERIES ITEMS:
SERIES TITLE: IBM Personal Computer Biology Series
LICENSING AGREEMENTS: Included w/pack
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: DOS 2.1 MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: IBM PS/2 Fam
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: POLLINATION AND FERTILIZATION: SEEDS, FRUITS AND EMBRYOS is a middle-to-high school life science/biology package designed to teach or reinforce the principles of plant reproduction. The program consists of 4 menu-selected tutorial lessons: (1) Flowers, (2) Gametophytes and Pollination, (3) Fertilization and Embryos, and (4) Seeds and Fruits. There is a fifth menu option, Testing Your Knowledge, that provides a comprehensive quiz of the content covered in the tutorial lessons.

STRENGTHS: The program incorporates very good use of color and graphics. Directions are clear and concise. The formating and sequencing of the content is well done. Help screens are available, and the program may be exited easily.

WEAKNESSES: DOS must be loaded onto the disk before it can self-boot.

USES: This is a good package for teaching or reinforcing an introductory unit in botany for advanced middle grade and regular high school students. It may also be used for adult remediation. It may be used by individual students or small groups (1-2 users).

RECOMMENDATION: Recommended

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TITLE: Plants:Growth and Specialization
PRODUCER: IBM COPYRIGHT: 1985
GRADE LEVEL: 9-12,A SUBJECT AREA: SC
MODE: TU OTHER MODES:
TOPICS: Plant growth PRICE: 52.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 1 may be made
PREVIEW POLICY: None
LAB PACK: Yes ITEMS IN LAB PACK: 12 disks
LAB PACK PRICE: 236.00 per title
NETWORK VERSION: Yes NETWORK PRICE: 312.
SERIES PRICE: 1,040 SERIES ITEMS: 20
SERIES TITLE: IBM Personal Computer Biology Series
LICENSING AGREEMENTS: Included w/pack
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: DOS 2.1 MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: IBM PS/2 Fam
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: PLANTS:GROWTH AND SPECIALIZATION, is a high school science tutorial designed to teach or reinforce selected principles of plant growth and specialization. The menu offers the user 4 tutorial lessons and a comprehensive quiz. The 4 lessons are as follows: (1) Growth, (2) Plant Hormones, (3) Root Tip and Terminal Bud Growth, and (4) Stem Growth. The lessons incorporate the use of graphics and color to illustrate concepts, short quizzes to test progress, and help screens for review. The comprehensive quiz covers concepts taught in all 4 tutorial lessons.

STRENGTHS: This program incorporates good use of color and graphics. Concepts are presented in a clear and concise manner with good scope and sequence. Help screens reinforce concepts. The documentation is good and includes a glossary of terms.

WEAKNESSES: DOS must be loaded onto the disk before it can self-boot.

USES: This program is appropriate for advanced middle grade and regular high school science students as an introductory unit in plant growth. It also may be used for adult/college remediation. The program is best used by individuals, but it could be used by small groups (1-2).

RECOMMENDATION: Recommended

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TITLE: One World:A Countries Database
PRODUCER: Active Learning Systems COPYRIGHT: 1985
GRADE LEVEL: 6-12 SUBJECT AREA: SS
MODE: P/S OTHER MODES: Data base
TOPICS: Geography, research, thinking skills PRICE: 148.00
MASTER DISKS: 3 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Any number @ $20.00 each
LAB PACK PRICE: Flexible
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: PRO DOS MEMORY: 128K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: P TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: ONE WORLD: A COUNTRIES DATA BASE is a data base that contains demographic and geographic information for about 178 countries of the world. There are 33 fields of information, including government, leaders, geography, land use, occupations, religion, languages, literacy, etc. The program also offers information about international affairs and world studies. The worksheets that are included allow the teacher to assess student learning and also give the students the opportunity to draw conclusions through comparative analysis of the data.

STRENGTHS: This program has a number of strong features. Some fields can be changed or updated by the user. The program is easy to use and menu-driven. There are help screens available for the user. The classroom material provided for practice is excellent, and the manual is clear and thorough.

WEAKNESSES: The updating of the material might become time-consuming. There is no means of testing on the computer. There are some places where the manual and the software do not agree. There is an error on worksheet 12, example 2, in the Venn diagram.

USES: The program could be used in junior or senior high school social studies and/or problem-solving classes. The program should be used in small groups or with individuals.

RECOMMENDATION: Recommended

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TITLE: Milt's Math Drills
PRODUCER: Hartley COPYRIGHT: 1986
GRADE LEVEL: K-4 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Basic operations/whole numbers PRICE: 79.95
MASTER DISKS: 6 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 each
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: $239.85
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MILT'S MATH DRILLS was designed to be used in K-4 classrooms and for remediation for students with special needs. Amoung the six disks are those for diagnostic/testing, readiness, and practice purposes.

STRENGTHS: The program is menu-driven with automatic start-up. Its two-key operation with large print makes it appropriate for use in the primary grades. Students can work through an activity with little or no teacher intervention and can leave the program at any point in the lesson. Teacher options include: sound control, lesson control, frequency of reinforcer, and printing of lessons.

WEAKNESSES: The animated reinforcer (kangaroo) is the only graphic throughout the program. When the kangaroo appears, it occasionally erases part of a problem on the screen. The score a student receives reflects a percentage of what the child got correct out of the total number of problems in the lesson. Therefore, the student could receive a lower score than he would have if it had been calculated based on a percentage of the number of questions attempted. This scoring method does not seem quite fair to the student. Not a graphically stimulating and exciting software package for this age student.

USES: Individual use in grades K-4 and remedial through grade six.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: The final score on the screen shown to the student indicates the number correct out of the number attempted. The information stored for the teacher however, indicates the number correct out of the total number of problems.

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TITLE: Microcourse Language Arts:Usage
PRODUCER: Houghton Mifflin Educ. Software Div COPYRIGHT: 1984
GRADE LEVEL: 4-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Usage-subject/verb agreement, 109 skills PRICE: 225.00
MASTER DISKS: 11 BACKUPS: 11 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Progress record
BACKUP POLICY: Free replacement up to 30 days.
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 cioues if each master disk
LAB PACK PRICE: 441.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: 798.00 SERIES ITEMS: 4
SERIES TITLE: Microcourse Language Arts
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.0 MEMORY: 128K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: Rainbow 100+
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: R GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MICROCOURSE LANGUAGE ARTS:USAGE presents skills for developing an understanding of subject-verb agreement, verb usage, modifier usage, and pronoun and preposition usage. The presentation is organized into groups of skills, and each skill includes pretest, practice, and post-test components. Each skill is numbered to suggest a level of difficulty. The program comes with 1 graphics display diskette, 1 class progress record, and student progress records.

STRENGTHS: Easy-to-use menu. Well-organized presentation. Pretest, practice, and post-test for each skill. Sound can be turned on or off. Can exit from program and skip items when needed. Good explanation and example given at beginning of each skill lesson. No inaccuracies noted.

WEAKNESSES: No clue for teachers as to the readability level of sentences used. Screen display--very small letters; hard-to-read even on monochrome. Although some skills may extend into the lower elementary grades, and the sentences are easy enough, the size of the print and the keyboarding needed would limit this to upper elementary and middle-school students. Graphics reward too time consuming/cute and should be accomplished more quickly. Main weakness is that no reason is given why student's answer is incorrect -- only that it is wrong and what the right answer is. Should use skill or rule to supply student with why the answer was wrong.

USES: The program could be used with 4-8 grades for drill and practice of specific skills.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The User's Guide contains information about the reading level/skill level. Each skill is coded with a three digit number. The first digit represents the reading level of that skill.

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TITLE: Microcourse Lang.Arts:Sentence Structure
PRODUCER: Houghton Mifflin Educ. Software Div COPYRIGHT: 1984
GRADE LEVEL: 3-8 SUBJECT AREA: LA
MODE: D/P,GA OTHER MODES:
TOPICS: Sentence fragments,punctuation PRICE: 225.00
MASTER DISKS: 7 BACKUPS: 7 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Progress record
BACKUP POLICY: BK.disks-replace free if w/in 30 days
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 copies of each master disk
LAB PACK PRICE: 279.00
NETWORK VERSION: Yes NETWORK PRICE: N/A
SERIES PRICE: 798.00 SERIES ITEMS: 4
SERIES TITLE: Microcourse Lang.Arts:Compre. Skills Prg
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3. MEMORY: 128K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: x TANDY 1000: OTHER COMPUTERS: Rainbow 100+
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: X GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SENTENCE STRUCTURE provides a pretest, practice, and posttest in each skill area associated with sentence structure. Skill areas are identified with a code for teacher use in selecting skills to meet specific student needs. A special graphics diskette is provided as an optional method of presentation if the teacher wishes to have skills presented in a game format. Several animation scenes are available for appropriate reward of correct answers.

STRENGTHS: Automatic start-up and menu-driven. On-screen directions are clear. Excellent positive feedback with a second try given for wrong answers. User may exit from the exercises anytime by typing "/BYE" or "/SKIP." Sound can be turned on or off. Adequate practice for each skill is provided. Provides for review. Concise printed documentation is included in the package.

WEAKNESSES: Students' records are reported on screen, but not stored on-line. Students are responsible for recording scores on record sheet provided. Correct answers were not given for wrong responses, nor were hints given to help students know why they missed the question.

USESS: Could be used to practice specific skill problems that students are experiencing or as practice exercises before tests.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: Records for the last two students' work is recorded on-line. Optional student progress record-sheets are available for teacher's use.

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TITLE: Meg-A-Math Set
PRODUCER: Micro Power & Light COPYRIGHT: 1985
GRADE LEVEL: 1-8 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Four basic operations on whole numbers PRICE: 99.80
MASTER DISKS: 2 BACKUPS: 0 GUIDE/MANUAL: 0
OTHER DOCUMENTATION: Prog. Pamphlet
BACKUP POLICY: Ordered with Backup--$139.80
PREVIEW POLICY: 45 days
LAB PACK: Yes ITEMS IN LAB PACK: Unlimited copies, used at a single site.
LAB PACK PRICE: $698.60
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: X JOYSTICK: MOUSE:

CONTENT: MEG-A-MATH is a series of four programs, each program concentrating on one of the four basic operations of addition, subtraction, multiplication, and division. Three of the four programs are divided into three major categories: First Operations (for beginners), Positive and Negative, and Anything Goes. These three programs use numerals ranging from -100 to +100. The division problems use only numerals ranging from +1 to +100. A summary of student performance is displayed after each lesson. The student is provided with instructions on the screen.

STRENGTHS: Students with a wide range of abilities could benefit from the use of the programs. The lessons are short and menu-driven. Sound can be turned on or off as desired. Problems are both vertical and horizontal formats. Answers in vertical-formatted problems can be entered from right to left. The level of difficulty may be controlled by the teacher or student by selecting the format and numerical range of the component parts of the problems. When an incorrect response is given, the correct answer is supplied, and the student must still enter the correct answer.

WEAKNESSES: The teacher must prescribe the level of difficulty or allow the student to select whatever they desire. There is an error in the subtraction program called "Surprise": A Number Minus Itself Equals Zero (6-6 = 0) is considered as an incorrect response. A student is given a screen report of his work, but the program does not contain the option to provide a hard copy.

USES: Beginning students, as well as students in upper grades, would benefit from this set of programs. This program has several different formats, and the ability range may be governed by the choices of numbers at the beginning of the session.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The error in the subtraction module has been corrected. The teacher/student selection of level of difficulty is considered a strength of the program.

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TITLE: Medalists:Women in History
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 5-12,A SUBJECT AREA: SS
MODE: GA,CMI,D/P OTHER MODES:
TOPICS: Famous Women PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for $10 with "card"
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: 239.70 SERIES ITEMS: 6 pack
SERIES TITLE: The Medalists
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: THE MEDALISTS-WOMEN IN HISTORY is an educational social studies game designed to teach and reinforce facts about famous women. The user may study facts about famous women or go directly to the game. The game allows the user to compete against him/herself or against another player. The computer randomly selects three women. Taking one famous person at a time, the computer presents clues that the player uses to guess the famous person. The game is over after the third famous person is guessed.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. It allows the teacher to edit and/or add to the list of names.

WEAKNESSES: No support materials are provided. The program deals with the lower-level cognitive skills (repetition of facts).

USES: This program is appropriate for individual or small group work. It may be used from the upper elementary grades through the high school grades in social studies classes as an activity to teach and/or reinforce womens' roles in history.

RECOMMENDATION: Recommended

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TITLE: Medalists:The States
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 5-12,A SUBJECT AREA: SS
MODE: GA,CMI,D/P OTHER MODES:
TOPICS: Facts about the 50 states PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for $10 with "card" included
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: 239.70 SERIES ITEMS: 6 pack
SERIES TITLE: The Medalists
LICENSING AGREEMENTS: Call Publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: THE MEDALISTS-STATES is an educational social studies game designed to teach and reinforce facts about the fifty states. The user may study facts about the states or go directly to the game. The game allows the user to compete against him/herself or against another player. The computer randomly selects three states. Taking one state at a time, the computer presents clues that the player uses to guess the state. The game is over after the third state is guessed.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. It allows the teacher to edit and/or add to the list of names.

WEAKNESSES: No support materials are provided. The program deals with the lower level cognitive skills (repetition of facts).

USES: This program is appropriate for use by individuals or small groups in grades 5 through adult.

RECOMMENDATION: Recommended

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TITLE: Medalists:The Presidents
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 6-12,A SUBJECT AREA: SS
MODE: GA,CMI,D/P OTHER MODES:
TOPICS: Presidents of the United States PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for $10 with "card" included
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: 239.70 SERIES ITEMS: 6 pack
SERIES TITLE: The Medalists
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: THE MEDALISTS-PRESIDENTS is an educational social studies game designed to teach and reinforce facts about the presidents of the United States. From the main menu, the user may choose to study facts about the presidents or go directly to the game. The game allows the user to compete against him/herself or against another player. The computer randomly selects three presidents. Taking one president at a time, the computer presents clues that the player uses to guess the famous person. The game is over after the third president is guessed.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. It allows the teacher to edit and/or add to the list of names.

WEAKNESSES: No support materials are provided. The program deals with the lower level cognitive skills (repetition of facts).

USES: This program may be used by individuals or small groups. It is appropriate for students in grades 6 through 12. Also, it may be used by interested adults.

RECOMMENDATION: Recommended

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TITLE: Medalists:The Black Americans
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 7-12,A SUBJECT AREA: SS
MODE: GA,CMI,D/P OTHER MODES:
TOPICS: Famous black Americans PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Available for $10 with "card" included
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: 239.70 SERIES ITEMS: 6 pack
SERIES TITLE: The Medalists
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: THE MEDALISTS-BLACK AMERICANS is an educational social studies game designed to teach and reinforce facts about famous black Americans. From the main menu, the user may choose to study facts about famous blacks or go directly to the game. The game allows the user to compete against him/herself or against another player. The computer randomly selects three individuals from its data bank. Taking one person at a time, the computer presents clues that the player uses to guess the famous person. The game is over after the third famous person is guessed.

STRENGTHS: This program is easy to use and requires little or no teacher intervention. It allows the teacher to edit and/or add to the list of names.

WEAKNESSES: Limited support materials are provided. The program deals with the lower-level cognitive skills (repetition of facts).

USES: This program may be used by individuals or small groups in grades 6 through 12. Also, it may be used by interested adults.

RECOMMENDATION: Recommended

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TITLE: Mathsheet
PRODUCER: Houghton Mifflin,Educ.Software Div. COPYRIGHT: 1984
GRADE LEVEL: 1-8 SUBJECT AREA: MA
MODE: D/P OTHER MODES: Teacher utility
TOPICS: Add.,sub.,mult.,and division PRICE: 108.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included in the package
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: MATHSHEET generates math exercise worksheets. The program has a variety of different levels, which makes it useful with children from first to seventh grade. It uses the computer's ability to generate numbers at random and provides printed sheets of practice exercises. For testing or practice, one simply chooses the level of difficulty and arithmetic operation, then prints as many worksheets as one needs. Correlated to HOUGHTON MIFFLIN MATHEMATICS.

STRENGTHS: The program can be correlated to any basal textbook program. The levels available and the problems selected are excellent. To produce the worksheets takes very little time. Answers are also available. The program allows for different operations and different levels on a worksheet.

WEAKNESSES: Not all printers work with the program.

USES: MATHSHEET could be used to provide individualized worksheets for students or to generate tests. Excellent program to use for make-up test or classwork.

RECOMMENDATION: Recommended

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TITLE: Mathematics Activities Courseware:3,4,5
PRODUCER: Houghton Mifflin Educ. Software Div COPYRIGHT: 1984
GRADE LEVEL: 3-5 SUBJECT AREA: MA
MODE: D/P, GA OTHER MODES:
TOPICS: Elementary math PRICE: 165/lev
MASTER DISKS: 3 BACKUPS: 3 GUIDE/MANUAL: 2
OTHER DOCUMENTATION: worksheets
BACKUP POLICY: Backup discs are included in package
PREVIEW POLICY: 30 day preview
LAB PACK: Yes ITEMS IN LAB PACK: 10 copies of each master disk
LAB PACK PRICE: 150./level
NETWORK VERSION: Yes NETWORK PRICE: 495.00
SERIES PRICE: N/A SERIES ITEMS: 8
SERIES TITLE: Mathematics Activities Courseware
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: MATHEMATICS ACTIVITIES COURSEWARE is an elementary drill-and-practice/game series designed to strengthen and reinforce math skills. Level 3 covers addition, subtraction, and fractions; level 4 covers time, multiplication, and decimals; and level 5 covers the Metric system, fractions, and decimals. Each level includes three disks with five computer activities on each disk, a complete set of backup disks, and a teacher's manual. The program also comes with 30 reproducible worksheets for the students to complete. The teacher's manual includes activities for the teacher, suggested class activities for each disk, and a section correlating the math concepts covered with textbooks.

STRENGTHS: The graphics and sound are used very attractively throughout the program; this helps to keep the students' attention. The program is easy to use and requires little teacher intervention once the students understand how to operate it. The program allows the student to play against the computer or another student. The activities reinforce the skills taught in the third, fourth, and fifth grades; the program could be also be used for remedial work in other grades.

WEAKNESSES: Weak reinforcement for correct answers. Does not provide summary or review of right and wrong answers. Instructions on how to run the program are not very clear; most students can run the program once they see how to operate it.

USES: The program can be used by individual students or with teams of students. The program is great for motivating students to work on skills; students can use the program to review skills before exams.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: The instructions for running the program are found in the teacher's documentation and on each disk. The program was designed to be introduced by the teacher in the class lesson.

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TITLE: Mathematics A-G
PRODUCER: Intellectual COPYRIGHT: 1983
GRADE LEVEL: 1-8 SUBJECT AREA: MA
MODE: D/P,TU OTHER MODES: P/S,CMI
TOPICS: Concepts,whole numbers,percents,decimals PRICE: 135.00
MASTER DISKS: 35 BACKUPS: 0 GUIDE/MANUAL: 14
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00 per disk
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 35
LAB PACK PRICE: 5 disks at 3 times retail;10 or more,50%
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: $845.00 SERIES ITEMS: 35
SERIES TITLE: Mathematics A-G
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: MATHEMATICS A-G is a menu-driven drill-and-practice and tutorial mathematics program, designed to provide both remedial and developmental mathematics activities for grades 1-8. Each level contains five disks, one of which is exclusively word problems. The programs include computations with the four basic operations on whole numbers, fractions, decimals, as well as number concepts, measurement, and place value. The user selects one of the ten modules from the main menu and responds by selecting the correct alternative presented on the screen or by inputting the correct word or number answer. A summary of the user's performance is presented when the lesson is completed. Twenty student records can be stored.

STRENGTHS: MATHEMATICS A-G is user-friendly with easy access and exit. Through clear examples, immediate and positive feedback, and self-paced programs, little teacher intervention is necessary. No grade level is indicated on the programs. Supplementary worksheets are provided in the teacher's manual. An optional management record is available for up to 20 students. Support services are readily available through a toll-free number.

WEAKNESSES: Factual errors occur in Mathematics D and Mathematics A - word problems. Numeric answers must be written from left to right. Sound is not optional. Text size is small and blurred. Format may be boring and unmotivational for remedial instruction.

USES: This program is suitable for individual or small group instruction in grades 1-8 when drill and practice and/or tutorial instruction in mathematics is appropriate. Some computer and keyboard knowledge is necessary.

RECOMMENDATION: Recommended with reservations

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TITLE: Math Machine
PRODUCER: Southwest EdPsych Services COPYRIGHT: 1981
GRADE LEVEL: K-6 SUBJECT AREA: MA
MODE: D/P OTHER MODES: GA, CMI
TOPICS: Add., Subt., Mult., & Division PRICE: 79.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 2
OTHER DOCUMENTATION: Student Record
BACKUP POLICY: Free, with return of registration
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: Indep. Negotiat
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: The MATH MACHINE provides drill and practice in 111 math concepts and skills for grades K-6 and encouragement to work towards mastery of computation with whole numbers. The teacher selects the math operation that the student will perform and the number of correct answers a student needs to get in order to select an arcade-type game as a reward. The package contains one disk and two guides.

STRENGTHS: The program is easy to use and has good manuals. It provides printouts of student results, the pace is controllable, the proper level can be selected, and the program can be interrupted and saved. The program requires active student participation and can be used with learning-disabled students. The program makes proper use of color and sound, and the students get immediate feedback and a reward for work done correctly.

WEAKNESSES: The management system is a little difficult to use. Teacher intervention is required to assist the student in first using the program. Computer graphics were not attractive. Most students must do many of the problems with paper and pencil and then key in the answer (right to left).

USES: THE MATH MACHINE is recommended with reservations for use by individual students in grades K-6 for drill and practice on computation with whole numbers. Teacher or parent set-up is required. The program can also be used with remedial and special education students.

RECOMMENDATION: Recommended with reservations

PRODUCER'S COMMENT: Southwest EdPsych Services feels that the students' computation of problems on paper before entering into the computer is not a weakness.

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TITLE: Lucky's Magic Hat
PRODUCER: Advanced Ideas COPYRIGHT: 1984
GRADE LEVEL: K-12 SUBJECT AREA: LA
MODE: CMI,D/P,P/S OTHER MODES: GAME
TOPICS: Beg. sounds, analogies, parts of speech PRICE: 39.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10.00
PREVIEW POLICY: Available through dealers
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: X OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: LUCKY'S MAGIC HAT is a menu-driven game that develops reading and memory skills, but may be used in any subject area to stimulate student interest. A question-and-answer format is used, and a leprechaun is used as a visual reinforcer. Successful answering of questions requires skills in reading comprehension, sequential thinking, perception, and memory skills. New categories may be developed using the authoring system included on the master disk.

STRENGTHS: Using the authoring system, teachers may create picture or text games for any subject area or level of learning. The player may set his own pace or meet the game's timed challenge. Students may play alone or in groups. Immediate feedback is given, and the program offers easy access and exit. Visual and sound effects are appropriate. Sound is optional, and little teacher intervention is required. Reinforcement is good. A running score is kept during each question set.

WEAKNESSES: Editing features are adequate, but difficult to use. A password system should be considered, since the authoring system may be accessed by any user. The graphic demonstration is too long and repetitive for advanced students. Packaging is not durable enough for school use. Directions are sometimes too long and unclear. Graphics may be unclear and create difficulty in choosing correct response. The game itself can be distracting. For some items, it is difficult to remember the choices of answers that have been given, because they are not on the screen when the choice has to be made.

USES: This software may be used with any level student from K-12.

RECOMMENDATION: Recommended

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TITLE: Language Activities Courseware, Level 5
PRODUCER: Houghton Mifflin,Educ.Software Div. COPYRIGHT: 1986
GRADE LEVEL: 4-7 SUBJECT AREA: LA
MODE: D/P,GA OTHER MODES:
TOPICS: Grammar and study skills PRICE: 126.00
MASTER DISKS: 3 BACKUPS: 3 GUIDE/MANUAL: 2
OTHER DOCUMENTATION: 15 repro.wksts
BACKUP POLICY: Included in package
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 copies of each master disk
LAB PACK PRICE: 150.00
NETWORK VERSION: Yes NETWORK PRICE: 378.00
SERIES PRICE: 504.00 SERIES ITEMS: 4
SERIES TITLE: Language Activities Courseware
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Franklin
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: LANGUAGE ACTIVITIES COURSEWARE is an elementary drill-and-practice/game program designed to help strengthen the students' language arts abilities. Each level has 8 motivating activities and is designed to build students' mastery of grammar concepts and skills while simultaneously stimulating higher level thinking skills. All activities are correlated to the HOUGHTON MIFFLIN ENGLISH series and may be used to support and enrich fundamental concepts taught in any language arts curriculum.

STRENGTHS: The documentation gives clear instructions on how to use the software. The software is on grade level. The content is accurate, comprehensive, and well-explained.

WEAKNESSES: More graphics could be used in the program. The program doesn't include a summary of missed answers.

USES: Great motivational activities! Good follow-up exercises for material covered in class.

RECOMMENDATION: Recommended

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This annotation is based on the evaluations of three reviewers who are representative of potential users of the courseware package. Supported in part with funds from the Office of Educational Research and Improvement, United States Department of Education.

Duplication permitted only in entirety, citing Project SEED as source

TITLE: Writing Competency Program
PRODUCER: Educational Activities COPYRIGHT: 1983
GRADE LEVEL: 7-12,A SUBJECT AREA: LA
MODE: CMI,TU OTHER MODES:
TOPICS: Writing PRICE: 89.00
MASTER DISKS: 2 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS: Pet
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: The WRITING COMPETENCY PROGRAM is a tutorial language arts program designed to teach four specific types of writing skills. From the main menu, the user selects one of the following areas to study: business letters of request, business letters of complaint, reports, and persuasive writing. After the topic is selected, a brief tutorial is presented on the screen; the user studies examples of writing and then responds to multiple choice questions. When an incorrect response is given, the user is presented with brief lesson reviews.

STRENGTHS: The program has automatic start-up and is menu-driven. The directions are clear and feedback is immediate. The user is informed of performance after each section and is given the option of repeating the lessons. The format requires user interaction and has controllable pace. Little or no teacher intervention is required.

WEAKNESSES: Correct answers are given after only one incorrect response, not allowing the user the opportunity to correct mistakes. The CMI feature is limited to a percentage of correct responses and provides no indication of where the user's weaknesses and strengths lie. The format requires the user to read a great deal of information presented on the screen. This procedure tends to get very boring.

USES: This program may be used by individual students in grades 7-12 and by adult remedial English/writing classes.

RECOMMENDATION: Recommended with reservations

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TITLE: World Atlas Action
PRODUCER: DLM COPYRIGHT: 1985
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: GA,D/P,TU,CMI OTHER MODES:
TOPICS: World geography PRICE: 44.00
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Keychart,guide
BACKUP POLICY: $15/program
PREVIEW POLICY: 30-day on approval
LAB PACK: N/A ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe,c OPERATING SYSTEM: N/A MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: O MOUSE:

CONTENT: WORLD ATLAS ACTION is a menu-driven world geography game, that provides practice in using geographic terms and map symbols. The two disks of the program contain 36 maps (1 world, 6 continent, and 29 country) for use in World Map Activities and World Geography Facts, as well as a system that allows students to save their scores from both games and add them to the Students Records System for later evaluation, and an editor feature that can be used to create new game content and more specialized games. Topics include climate, land features, and cultures. Each game's running time can be set from 2 to 5 minutes.

STRENGTHS: Students find the game format appealing and they can play with little or no teacher help. Preset options (response time, run time, joystick or keyboard control, sound, and number of players) can be changed to suit individual student needs. Graphics are clear, the program is factually accurate, and students are provided the opportunity to learn from incorrect answers since the correct answer is given immediately, and the same question may be repeated at a later time. The editor system allows modification of content, and the student records system permits saving up to 20 game records for 40 students and provides an analysis of each game to help determine strengths and weaknesses. The easy-to-read manual provides brief, but detailed, instructions.

WEAKNESSES: The only weaknesses identified by the evaluators were that the European map does not show all of Sweden, Finland, and Norway and that the sound does not provide enough reinforcement.

USES: This program can be used to teach, reinforce, and/or review skills. It can be used effectively by one student, in a large group, by teams that can compete against each other, or in a learning center. It is appropriate for students as low as 4th grade or with increased difficulty with high school or college students. It would also be appropriate for some special education classes.

RECOMMENDATION: Recommended

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TITLE: Word Quest
PRODUCER: Sunburst COPYRIGHT: 1985
GRADE LEVEL: 2-12,A SUBJECT AREA: LA
MODE: P/S,GA OTHER MODES:
TOPICS: Dictionary skills PRICE: 65.00
MASTER DISKS: 1 BACKUPS: 1 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup diskette included.
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: 10 diskettes
LAB PACK PRICE: 195.00
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple II System OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: WORD QUEST is a menu-driven program that expands a student's vocabulary, search strategies, and alphabetizing skills. The first program on the disk, "What's the Word," is a game that provides an enjoyable and effective way to improve alphabetizing skills. The second program, "Word Chain," may be used to reinforce alphabetical ordering and for teaching search strategies.

STRENGTHS: The program can access previous student answers, is easy-to-use, and encourages dictionary usage. The objectives of the program are clearly stated in the documentation, and the software meets these goals.

WEAKNESSES: An interactive dictionary is not included, so letter combinations that are not words may be entered, as may word misspellings. Successful use of the program requires initial teacher directions. The program is not very reinforcing after the correct word is identified. The manual provides very few classroom usage suggestions.

USES: May be used for grades 2 through adult to expand the student's vocabulary and to improve dictionary skills.

RECOMMENDATION: Recommended

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TITLE: Who, What, When, Where, Why
PRODUCER: Hartley COPYRIGHT: 1983
GRADE LEVEL: 1-4 SUBJECT AREA: LA
MODE: D/P,CMI OTHER MODES:
TOPICS: Reading vocabulary PRICE: 35.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 10.00 each with "backup card" included
PREVIEW POLICY: 30-day
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: Call publisher
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: WHO, WHAT, WHERE, WHEN, WHY is a drill-and-practice language arts program that offers practice in discrimination between the words who, what, where, when, and why and the concepts they represent. The program is divided into 10 lessons that cover 14 skill levels from grades 1 through 4 on reading levels 1 and 2. After choosing a lesson from the menu, the user is presented with a series of phrases. For each phrase, the user must choose the title word (who, what, where, when, or why) that the phrase represents.

STRENGTHS: This program has automatic start-up and is menu driven. Little or no teacher intervention is needed, but active user participation is required. It offers a tutorial review feature. The directions are clear and concise. There is a built-in management feature that allows the teacher to edit and/or add lessons to the disk. It also stores user responses so the teacher can get printed reports of user progress. The program can be interrupted, and user information saved.

WEAKNESSES: The main menu does not include a description of the lessons. The lessons are labeled by codes. The manual is required in order to look up what the lessons cover. The format becomes dull after using program for a while.

USES: This program is appropriate for students in grades 1 through 4. It may be used for remediation in higher grades for students with reading difficulty.

RECOMMENDATION: Recommended

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TITLE: WhizCalc I
PRODUCER: World Book COPYRIGHT: 1986
GRADE LEVEL: 5-8 SUBJECT AREA: MA
MODE: D/P OTHER MODES:
TOPICS: Basic arithmetic operations PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Lam. Help Cards
BACKUP POLICY: On request
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 64K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: WHIZCALC I is a drill-and-practice program for grades 5-8. This program gives remedial and reinforcement activities in adding, subtracting, multiplying, and dividing, with and without regrouping, using whole numbers and decimals. Nine levels of difficulty are addressed with choices in practice problems, a quiz, create your own problems, or a game format.

STRENGTHS: The program offers a detailed step-by-step explanation after two errors. The main menu can be reached at any time. An interrupted program can be saved and reentered at a later time. When a problem is incorrectly answered, the cursor moves to the first incorrect digit. Input for answers is done right to left. Problems are selected at random. Examples of level of difficulty are given when choosing a type of problem. The sound can be turned off. Parameters can be selected to address specific skills.

WEAKNESSES: The same problem appears in each set of ten questions. There is no management system for student progress. The guide is not very helpful.

USES: The program could be used by any student needing practice with the four basic operations on whole numbers and decimals.

RECOMMENDATION: Recommended

PRODUCER'S COMMENT: As problems are randomly generated, you will, at times, get a duplicate problem popping up in each set of 10 problems.

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TITLE: Vocabulary Builder
PRODUCER: Micro Power & Light COPYRIGHT: 1985
GRADE LEVEL: 7-12 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Vocabulary in English, French & Spanish PRICE: 34.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $10 if ordered with orig., else $15.00
PREVIEW POLICY: 45 days, $5.00
LAB PACK: Yes ITEMS IN LAB PACK: Unlimited copies, used at a single site.
LAB PACK PRICE: $244.65
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: See lab pack
COMPUTER USED FOR REVIEW: IBM-PC & PCjr. OPERATING SYSTEM: Any MEMORY: 64K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: IBM Comptbl.
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: VOCABULARY BUILDER is a program designed to present vocabulary words in a drill-and-practice format. Its intended use is for the teacher to enter vocabulary lists in groups of 20 "given" words with their "equivalents." The program disk has only one sample file. The main menu allows the user to work with files of words by creating, editing, listing, or deleting them. The management system keeps the test scores.

STRENGTHS: It is an easy-to-use program with a good manual and much opportunity for user interaction. The user can control the pace and can leave an activity at any time. The scores can be printed.

WEAKNESSES: The teacher has to create his/her own vocabulary word list. The print on the screen is small, and the lack of graphics diminishes the program. The program is written in BASIC and can be accessed easily and can be tampered with by students. The program lacks technical sophistication, and one evaluator was able to crash the program in the "Create a File" section of the program. The program continues only after a correct response, which must be exactly as entered by the teacher, including capitalization and punctuation.

USES: VOCABULARY BUILDER can be used for vocabulary development in any subject or content area in grades 7-12.

RECOMMENDATION: Not recommended

PRODUCER'S COMMENT: This program was designed to be a vocabulary builder "shell" for teachers to create their own vocabulary lists.

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TITLE: Vocabulary (II-IV)
PRODUCER: IBM COPYRIGHT: 1985
GRADE LEVEL: 3-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES:
TOPICS: Vocabulary PRICE: 88.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Keyboard Guide
BACKUP POLICY: 1 backup may be made by user
PREVIEW POLICY:
LAB PACK: YES ITEMS IN LAB PACK: 12
LAB PACK PRICE: $396.00
NETWORK VERSION: YES NETWORK PRICE: 528
SERIES PRICE: $264.00 SERIES ITEMS: 3
SERIES TITLE: Vocabulary (II-IV)
LICENSING AGREEMENTS: YES
COMPUTER USED FOR REVIEW: IBM PC OPERATING SYSTEM: DOS 2.1 MEMORY: 128K
APPLE: IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS: IBM PS/2 fam
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: R JOYSTICK: MOUSE:

CONTENT: VOCABULARY (II-IV) is a language arts program designed to help students in grades 3-8 expand their vocabulary. It not only teaches words and their definitions, but also emphasizes discovering the meaning of unfamiliar words by using knowledge of common roots, prefixes, suffixes, and context clues. Successful completion of program should help students to read, write, and speak with greater confidence and skill.

STRENGTHS: Vocabulary (II-IV) is a menu-driven program with easy access and exit. Keyboard class and keyboard guide make program easy to use. It provides immediate feedback and has unit/lesson options. It has a motivational game format and appropriate color and sound. Well-written manual contains progress charts, word lists, roots, prefixes, and suffixes which may be copied. Student Manager is used for tracking/monitoring student progress.

WEAKNESSES: Some parts of the program may move too slowly to retain the interest of gifted students. No support-service telephone number given in the manual.

USES: Program is divided into different levels: Level II (grades 3-4), Level III (grades 5-6), Level IV (grades 7-8). Each level may be used with above-average students in the lower grades and for remediation in higher grades. It is also appropriate for use in adult education.

RECOMMENDATION: Recommended

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TITLE: USA Profile:Social & Geographic Database
PRODUCER: Active Learning Systems COPYRIGHT: 1985
GRADE LEVEL: 3-12 SUBJECT AREA: SS
MODE: P/S OTHER MODES: Data base
TOPICS: US history & geography data base PRICE: 148.00
MASTER DISKS: 2 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Included
PREVIEW POLICY: 30 days
LAB PACK: Yes ITEMS IN LAB PACK: Any number @ $20.00 per disk
LAB PACK PRICE: 20.00 each
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: PRO DOS MEMORY: 128K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: P OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: USA PROFILE: A SOCIAL AND GEOGRAPHIC DATA BASE is a data base that allows the user to analyze and search for information based on its text. The program allows the user to gather information in order to make comparisons. The data base is made up of 51 records, one for each of the states and one for the District of Columbia. Each record contains 60 separate items of data that include capitals, towns, regions, rivers, borders, climate, population, industries, history, etc.

STRENGTHS: The program is menu-driven and offers a help screen. A minimum of computer literacy is required to run this program. There is easy access and exit to and from the program. The package has an excellent teacher's manual with detailed information, including a step-by-step guide, worksheets, study units, and reference lists and maps. The program allows students to draw their own conclusions.

WEAKNESSES: The program requires teacher intervention and follow-up with worksheets to determine if meaningful learning has taken place. The student must refer to the manual to know the limits of the content for search-and-analysis possibilities. The statistical data on the disk can get outdated rapidly. The selector movement keys lack standardization and are difficult to remember.

USES: This program can be used with middle and high school students for social studies research and is adaptable for grades 3-5 also. It may be used in individual, small group, or entire class settings.

RECOMMENDATION: Recommended

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TITLE: U.S. Constitution Tutor
PRODUCER: Micro Lab COPYRIGHT: 1983
GRADE LEVEL: 8-12 SUBJECT AREA: SS
MODE: D/P,TU OTHER MODES:
TOPICS: Constitution, elections, amendments PRICE: 35.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: 30 day replacement
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: N/A NETWORK PRICE: N/A
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: N/A
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: The U.S. CONSTITUTION TUTOR instructs and tests students on important aspects of the American government and the Constitution. There are ten topics with an average of 18 multiple-choice questions each: How a Bill Becomes Law, Executive Branch, Elections, Amendments, Rights, Legislative Branch, Judical Branch, and Constitutional Principles (the last two have two sections each). A test mode is included, followed by a tutorial mode offering an explanation for every answer choice.

STRENGTHS: The test mode for each section presents the same questions as in the tutorial portion, but without feedback or help screens. After all questions have been answered, the user sees a percentage score. Missed questions are repeated in the tutorial mode. Two additional quizzes (with answers) and a bibliography for further study are provided.

WEAKNESSES: Students might find the program boring since it contains no graphics, and the format does not change.

USES: The program could be used with middle school students to learn about the Constitution or about citizenship requirements. It could be used by small groups or individuals.

RECOMMENDATION: Recommended

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TITLE: Teacher's PET
PRODUCER: Imperial International Learning COPYRIGHT: 1985
GRADE LEVEL: 4-12 SUBJECT AREA: LA
MODE: CMI,D/P OTHER MODES:
TOPICS: Word attack skills PRICE: 299.95
MASTER DISKS: 10 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION: Pre/Post Tests
BACKUP POLICY: $9.00 for each disk
PREVIEW POLICY: 30 days
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE:
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: 0 OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: 0 JOYSTICK: MOUSE:

CONTENT: TEACHER'S PET is a self-contained instructional program that includes a management disk, a test disk, and eight activity disks. Skills addressed are vowels, consonants, blends, digraphs, diphthongs, accents, antonyms, synonyms, homonyms, compounds, possessives, plurals, bases, prefixes, and suffixes. Black-line masters of the tests are also included.

STRENGTHS: This menu-driven program has a controllable pace, clear directions, and an excellent management program. Active student participation is required. The instruction presented is clear, concise, and interesting to students. The diagnostic testing component is excellent and is offered to place students at the correct entry level. Useable data is collected, and information is easily retrieved. Teachers can design programs of activities and tests for each individual student. The user's manual and student work sheets, for duplication of each skill, are excellent. Individual student reports can be printed.

WEAKNESSES: Program requires the teacher to read the documentation before use. Makes use of color, graphics, and sound only during the reward for completing an exercise. Students are not able to escape from the program and are not told how to correct a typing mistake.

USES: TEACHER'S PET can be used in grades 4-12 and in an adult reading lab for individual students.

RECOMMENDATION: Recommended with reservations

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TITLE: Solar System Astronomy
PRODUCER: Cross COPYRIGHT: 1986
GRADE LEVEL: 6-12 SUBJECT AREA: SC
MODE: SIM, P/S, TU, D/P OTHER MODES:
TOPICS: Astronomy, planets, comets, solar system PRICE: 30.00
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: User makes own backup
PREVIEW POLICY: 30 days with P.O.
LAB PACK: Yes ITEMS IN LAB PACK: 6 disks
LAB PACK PRICE: $60.00
NETWORK VERSION: Yes NETWORK PRICE: $60.00
SERIES PRICE: $60.00 SERIES ITEMS: 2
SERIES TITLE: Astronomy Programs for Computers
LICENSING AGREEMENTS: $90, one site
COMPUTER USED FOR REVIEW: Commodore 64 OPERATING SYSTEM: MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE: X
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: P JOYSTICK: MOUSE:

CONTENT: SOLAR SYSTEM ASTRONOMY presents, through graphics, information on the solar system. Students have the choice of learning about the following: Inner Planets, Outer Planets, Comets, History of the Solar System, the Greenhouse Effect, and Life in the Solar System.

STRENGTHS: The program is menu-driven and has excellent graphics. Sound is used for positive reinforcement. Little or no teacher intervention is required. Data used in the program is current.

WEAKNESSES: Documentation needs to be improved, i.e., answers for the tests included in the manual. Subscript notation is needed, i.e., Water (H2O). There is an inconsistency in the temperature units used. In various places Celsius, Fahrenheit, and Kelvin units are all used, and at other times only Fahrenheit units are used.

USES: May be used in grades 6-8 earth science classes for tutorial or drill and practice. The program is helpful in visualizing certain aspects of astronomy and the solar system.

RECOMMENDATION: Recommended with reservations

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Duplication permitted only in entirety, citing Project SEED as source

TITLE: Shakespeare
PRODUCER: Hartley COPYRIGHT: 1986
GRADE LEVEL: 11-12 SUBJECT AREA: LA
MODE: D/P,GA OTHER MODES:
TOPICS: Shakespeare's plays PRICE: 39.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: $12.00 with back up card
PREVIEW POLICY: 30 days
LAB PACK: No ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: SERIES ITEMS:
SERIES TITLE:
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe & IIc OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: O OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: JOYSTICK: MOUSE:

CONTENT: SHAKESPEARE is a menu-driven game program that aids students in developing knowledge and appreciation of Shakespeare's plays. The player must identify quotes and characters from a selection of 10 widely read Shakespearean plays. Before playing a game, a student may study any or all of the clues. The clues are assigned a point value according to their difficulty. The user may play by himself or play with other students.

STRENGTHS: The program has automatic start-up and the directions are presented at the bottom of the screen. The quotes and characters can be modified by the teacher. The teacher can add or delete clues or create a new clue list to meet the needs of the student or to reinforce a presentation. Immediate response is provided for incorrect answers.

WEAKNESSES: The clues are exactly the same as the questions. There is little or no variation between questions and clues that the user can study before playing the game. A large selection of plays needs to be studied for efficient use of the program. Students are not able to review missed clues.

USES: The program is recommended with reservation for above average students in the 11-12th grades. It can used as reinforcement in the study of the Shakespeare's plays.

RECOMMENDATION: Recommended with reservations

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TITLE: Regions of the United States
PRODUCER: Educational Activities COPYRIGHT: 1983
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: TU,D/P,CMI OTHER MODES:
TOPICS: Geography of the United States PRICE: 59.95
MASTER DISKS: 1 BACKUPS: 0 GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: One included
PREVIEW POLICY: 30 days
LAB PACK: N/A ITEMS IN LAB PACK: N/A
LAB PACK PRICE: N/A
NETWORK VERSION: Yes NETWORK PRICE: 3x list
SERIES PRICE: N/A SERIES ITEMS: N/A
SERIES TITLE: N/A
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE: X
MAC: IBM PC: TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: REGIONS OF THE UNITED STATES is a middle grade through high school social studies program that offers the user review and drill and practice on geographic regions of the United States. From the menu, the user may select to review the 50 states by region, take a beginner's quiz on identifying individual states within a region, or take a super quiz in which the computer selects a region and provides clues, and the user identifies the region based on these clues.

STRENGTHS: The program is easy to use and requires little or no teacher intervention. Directions are clear and easy to follow. The graphics are clear and uncluttered. A review feature is built in, and students who do not do well on the quiz are automatically taken through the review. There is a management component that stores students' records.

WEAKNESSES: There is no escape route from the review components.

USES: This program is appropriate for use by individual students or small groups in grades 5-12 in classes that teach or require knowledge of the geographic layout of the United States.

RECOMMENDATION: Recommended

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TITLE: Reading Comprehension(A,AA,B,BB,C,D,E,F)
PRODUCER: Intellectual COPYRIGHT: 1986
GRADE LEVEL: 1-8 SUBJECT AREA: LA
MODE: D/P OTHER MODES: CMI
TOPICS: Reading Comprehension PRICE:
MASTER DISKS: 24 BACKUPS: GUIDE/MANUAL: 1 per prog
OTHER DOCUMENTATION:
BACKUP POLICY:
PREVIEW POLICY:
LAB PACK: ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: NETWORK PRICE:
SERIES PRICE: $600.00 SERIES ITEMS: 8
SERIES TITLE: Reading Comprehension(A,AA,B,BB,C,D,E,F)
LICENSING AGREEMENTS:
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS 3.3 MEMORY: 48K
APPLE: X IBM PCjr: X TRS-80 MODEL 4: COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: O GRAPHICS PAD: O PRINTER: O OTHER:
2ND DISK DRIVE: O TOUCH SCREEN: O PADDLES: O
COLOR MONITOR: O JOYSTICK: O MOUSE: O

CONTENT: READING COMPREHENSION A-F is a tutorial and drill-and-practice language arts program designed to increase both the user's factual and inferential reading comprehension. Reading passages of progressive difficulty are presented and followed by multiple-choice questions. Correct responses are followed by another text, while incorrect responses generate highlighting of the relevant section in the text. Users are shown a summary of their score at the end of the lesson. A teacher management system stores up to 10 student records.

STRENGTHS: The program is menu-driven with automatic start-up and easy access and exit. Unfinished lessons can be saved. Management system provides hard-copy option. Reading passages are interesting with immediate feedback. Questions require both factual recall and inferential thinking. Users can progress at their own rate with minimal teacher intervention.

WEAKNESSES: The program format is monotonous and unmotivational. Although the manual states three types of formats can be used, no instructions are given to access these. Print is difficult to read on a color monitor. A sound option is not available. The management system is limited to 10 students. No provisions are given for setting up a data file on another disk.

USES: This program can be used for both remedial and developmental reading instruction.

RECOMMENDATION: Recommended with reservations

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TITLE: Presidential Decisions:George Washington
PRODUCER: B5 Software COPYRIGHT: 1986
GRADE LEVEL: 5-12 SUBJECT AREA: SS
MODE: SIM,GA,P/S,CMI OTHER MODES:
TOPICS: Washington's decisions during presidency PRICE: 31.95
MASTER DISKS: 1 BACKUPS: GUIDE/MANUAL: 1
OTHER DOCUMENTATION:
BACKUP POLICY: Backup permitted for archives
PREVIEW POLICY: Local dealer may obtain demo
LAB PACK: N/A ITEMS IN LAB PACK:
LAB PACK PRICE:
NETWORK VERSION: No NETWORK PRICE:
SERIES PRICE: 63.90 SERIES ITEMS: 2 pkgs
SERIES TITLE: Presidential Decisions
LICENSING AGREEMENTS: None
COMPUTER USED FOR REVIEW: Apple IIe OPERATING SYSTEM: DOS3.3 MEMORY: 64K
APPLE: X IBM PCjr: TRS-80 MODEL 4: X COMMODORE:
MAC: IBM PC: X TANDY 1000: OTHER COMPUTERS:
PERIPHERALS REQUIRED, PREFERRED, OR OPTIONAL (BLANK FIELDS = N/A)
80-COLUMN CARD: GRAPHICS PAD: PRINTER: OTHER:
2ND DISK DRIVE: TOUCH SCREEN: PADDLES:
COLOR MONITOR: O JOYSTICK: MOUSE:

CONTENT: PRESIDENTIAL DECISIONS OF GEORGE WASHINGTON is a menu-driven, simulation program that allows students to make the important decisions that George Washington had to make during his presidential administration. The primary objective of the simulation is for the student to reach the same decisions that Washington did. The program teaches the basic issues that President Washington faced and briefly explains the results of his decisions. Real-life situations that were faced by President Washington and government leaders around him are presented through interviews and newspaper accounts. Students experience the pressures of decision making and feel a part of the making of American history.

STRENGTHS: The program is menu-driven, and on-screen explanation of the simulation makes the program easy-to-use. Information is provided to the student to help him/her reach the same decision as that made by Washington, and good feedback is provided at the end of the program when the student's decision is compared to that of Washington. Basic information for running the program is provided in the manual.

WEAKNESSES: There are no graphics or sound, and a great deal of reading is required, which makes the program inappropriate for low level students. Suggestions for follow-up activities are not provided.

USES: This program is probably most appropriate for above average high school students and could be used effectively in either small or large group situations to encourage interaction and discussion of decisions reached. It would be appropriate in either U.S. History or Government classes to complement the study of the presidential process. It could be used to introduce a unit on the presidency of George Washington or to provide the basis for further research on his presidency. Could also be used as an exercise in critical thinking.

RECOMMENDATION: Recommended

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